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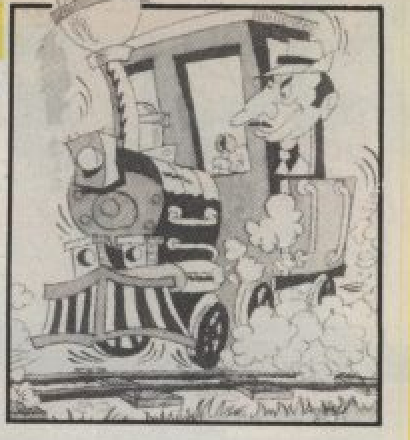
A still from the movie, *The Last Starfighter.* Turn to page 100 for our preview of this latest space adventure.

Cover: Universal Lorimar Productions.

NEXT ISSUE ON SALE 16th DECEMBER

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NEWS AND REVIEWS



Game of the Month
Boulderdash

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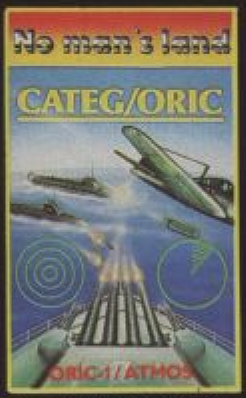
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No man's land

ORIC/ATMOS

ORIC/ATMOS

OTHER TITLES FOR CBM64/V20 SPECTRUM ZX81 AVAILABLE ON REQUEST



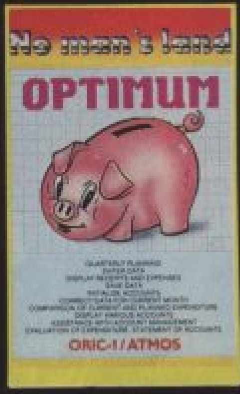
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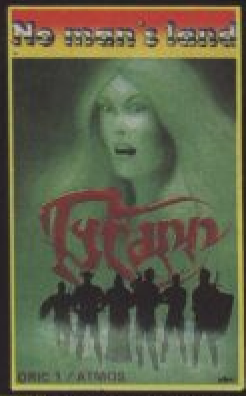
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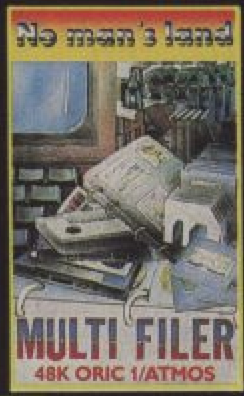
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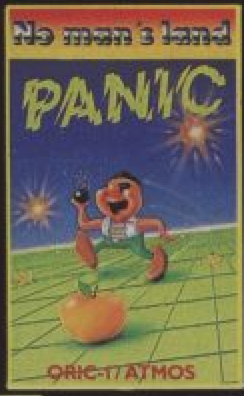
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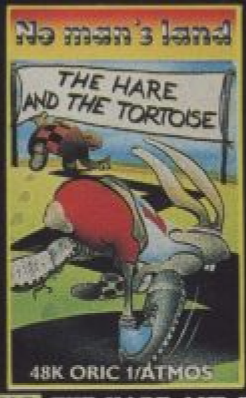
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GETTING THE BEST FROM DECATHLON

Dear Sir,
The two programs below are merge routines, the first for the Vic 20 and the second for the CBM 64.

1. *Vic 20.*

```
POKE43,PEEK(45)-2
POKE44,PEEK(46)
LOAD
POKE43,1
POKE44,16
```

2. *CBM 64*

```
POKE43,PEEK(45)-2
POKE44,PEEK(46)
NEW
LOAD
POKE43,1
POKE44,8
```

Both programs should be typed in immediate mode. Press return after each line. It is important to note that the second program should have higher line numbers than the first.

PS. A good tip for Activision's *Decathlon* is to use a Zeta joystick.

PPS Can anybody beat 11,306?

Graham Rice
Eynsham
Oxford

WHAT REALLY IS THE SCORE?

Dear Sir,
I am writing to complain about the high scores on *Jet Pac*. Scores like 25 million would take far too long to achieve. I noticed that the highest score shown in the September '84 issue was 13 million in 36 minutes. What utter nonsense! I also noticed that the score of 13 million ended in a 2. This, however, is impossible in *Jet Pac* because a score either ends in 0 or 5.

Derek Wright
Orpington
Kent

Editor's reply: As we've said so many times before, Derek, we rely on the honesty of our readers when they enter our Hall of Fame. If you cheat, you only fool yourselves. Lots of people out there know about the scoring system for games — as Derek's letter illustrates.

A LOONY WRITES AND WRITES . . !

Dear Sir,
I've just got time for a few quick words before I return to the fray.

I'm one of those few million odd people who have, perhaps quite by accident, come into the possession of a "Home micro-wave oven" . . . or at least I think that's what the man in the shop called it. Anyway, this micro thing seems to be taking over my home.

I can't watch TV in the mornings because my sister is catching up with her language course with something called "The French Mistress" . . . which I at first assumed to be one of those new video-game-nasties. When I come home at night, I find my father has invited a dozen business associates round to work out the many ways to swindle the company on the "Busi-calc-for-complete-novices-and chartered accountants".

So where does that leave me? I have to wait until the stroke of midnight before I can plug in my trusty Kempston and sally forth into the dim and distant worlds of "Ulti-magi-tronics", and other less well known but equally dubious sounding zones of twilight . . . which brings me, at last, to what I really intended to write about. Is there yet a definition for a person who spends hours at a time seeking the fictitious destruction of little dots on a screen, or manoeuvering a small character called Willy (?) around scenes which seem to be the result of a particularly bad batch of glue . . .

From present sales figures, I would be tempted to define such a person as a Consumer, or to use a modern, hip word — punter.

I hope that you wholeheartedly disagree with this, if only to create a little controversy into an otherwise bland letter.

I have in my possession a few games which, I am afraid to say, come into the "I wish I hadn't bought . . ." category. For example *Schizoids, Transylvanian Tower*, and a few lesser items which could easily feature in a computerised version of "The worst of Hollywood". Next time I read ". . . and all the features you have come to expect . . ." I will think to myself: "Ah yes, Poor scenes, flickering graphics, boring, slow, fondue, cuddly toy . . ."

Didn't he do rotten!

Of course, I am biased. I forked out £130 on a Clinclair Clectum and every other game I see for it is "arcade standard" advertised and plays like a nun in a brothel . . . is this my fault? . . . Any Atari owner will say "Yes, you are an idiot . . . Ah so."

But I digress. The truth of the matter is that I enjoy the good Spec-games, few though they are, and I also pay attention to the reviews that illustrious publications, such as yours, give them.

I'll have a bash at anything — Adventures, wargames, shoot-'em-into-bits, even the highly overrated "Graphic Arcade Simulations" but I'm afraid I have yet to find one that makes me wake up in a cold sweat. . . pity about that "French Mistress" . . .

I must admit, I did like *Manic Miner*, until I found the Skylab stage impossible. I haven't played it for months. So you can appreciate the elation that I felt when confronted with the prospect of continuing the saga in *Jet Set Willy* (can you?). However, the joy was short lived . . . Bugs? That game is more infested than a tramp's hammock! If you have played it for more than five minutes (how long DO you reviewers take?), then you will know of the bugs that I speak, and how, once manifested, the only way to remove them is to re-load the whole thing from scratch.

Ha Ha Ha, what is this padlock software security? It's almost laughable what some people will do to deter us budding pirates! And what if I do lose the card with the codes on it? But then, if I was making that sort of money, I suppose I really would be worried about a few copies being made.

How infuriating to find the *Best of Bucks Fizz* sporadically interrupted by "Beep . . . crackle . . . zzzz", as some jerk has copied the latest copy of the latest arcade simulation of a book of the film of . . . there's more . . .

So what can I do? Type in one of those extremely good games that get printed up in all the best mags? (Sorry).

Here's a new one that you might not have seen before:

```
10 PRINT "Input Direction"
20 INPUT a$
30 PRINT "You are lost":GOTO 10
```

Followed by a mad dash for the user's manual, as a million new Spec-owners try to find which key



combination produces PRINT . . . I hear the latest excuse is that typing in a game out of a mag actually helps one's programming ability . . . answer on a postcard to . . . etc.

Sorry to sound so cynical, but the primary school across the road is teaching the kids exactly the same thing that I am trying to understand on a B/T Compt. Science course . . . and we get called the future brains of Britain. I fear more for this country's future than I did when Uncle Albert split his atoms.

Remember skateboards? In ten years, if you are lucky, you might remember home computers.

I am going back to fight the mothership on level 4 now, but be warned, I shall be in touch . . .

If you print any/all of this rubbish, I shall be your servant for life and I might even buy the next issue. If you don't, then the next one will be even more intellectual . . . and possibly spelled rite. Until next time,

John Tapper,
Herefordshire

BRING BACK OUR VIDEOGAMING!

Dear Sir,
I think it's about time I wrote to you expressing my disappointment in the recent Video Gaming sections in your magazine.

I am not criticising the way in which you judge the games, but rather the lack of games over the past few months. As video game owners are expected to pay the same as micro owners for the mag, I feel we should get more than three or four reviews per month (only one in August). This is my only criticism of an otherwise excellent magazine.

Kevin Hatter
Trowbridge
Wilts

Editor's reply: Thanks for your letter Kevin, and I have to agree with you that the Videogaming section has been a little bit thin over the last few issues. The reason for this is that there aren't the number of new releases for the video games systems that there were a year ago. Without new games to review, there simply isn't anything for Joystick Jury to pass judgement on.

TOP US GAMES FOR THE TEXAS

Dear Sir,
I am writing to tell you how pleased I was to hear that Parco Electrics has bought up the stock of American Texas Instruments cartridges. Maybe now Texas owners will be able to obtain what we have always wanted — good versions of top American games.

Software has always been hard to get and I feel that now, at last, things may be getting better.

I am also writing to ask if *C&VG* could get hold of some and review them — now that these cartridges have become available. This would make choosing the good buys a lot easier.

Andrew Meiklejohn
Gullane
East Lothian

Editor's reply: We have reviewed a couple of these games already, Andrew. These were *Buck Rogers* and *Burgertime*. If you check out your back issues you should be able to find them. We will continue to support the Texas.

ADVENTURE MISTAKE — SURELY NOT?

Dear Sir,
As avid readers of your most enjoyable Adventure column, we thought we should write and notify you of one of your rare mistakes.

In his review of *Ring of Power* for the CBM 64, Geoffrey Carew states that the only graphics are some "murky sprites at the edge of the screen". If you type PICTURE you will get the full colour graphics, although they are rather repetitive and boring.

TEXT will take you back to the test mode. There is no mention of this, however, in the instructions.

Apart from that, we agree with the reviewer.

Simon & Edwin Sheaf
Hove
East Sussex

PROTECTION FOR BASIC PROGRAMS

Dear Sir,
I would like to know if it is possible to safeguard a program (in Basic) from being broken into.

Programs like *Jet Set Willy* and *Sabre Wulf* cannot be broken into during the game. I know these games are in machine code but I wondered if it was possible with Basic listings.

If it is possible, could you please tell me or give me a few hints. I own a Spectrum 48k.

A B Walker
Broughton in Furness
Cumbria

Editor's reply: There's a number of ways of protecting a Basic program. On the Spectrum, POKE 23659,0 will disable the Break key and the machine will crash if someone tries to look at your program. But if you supply the game on tape, it's still possible to MERGE the game before it has a chance to run and set up the POKE.

The reason that machine code games are easier to protect is that a Basic program automatically keeps checking whether you're pressing BREAK. In machine code, you have to do this yourself in your program.

If you don't then there's no way of breaking in without turning off the machine. So programmers of games like *Manic Miner* will remove the BREAK part of the program before it goes on sale.

C&VG IS JUST IRRESTIBLE!

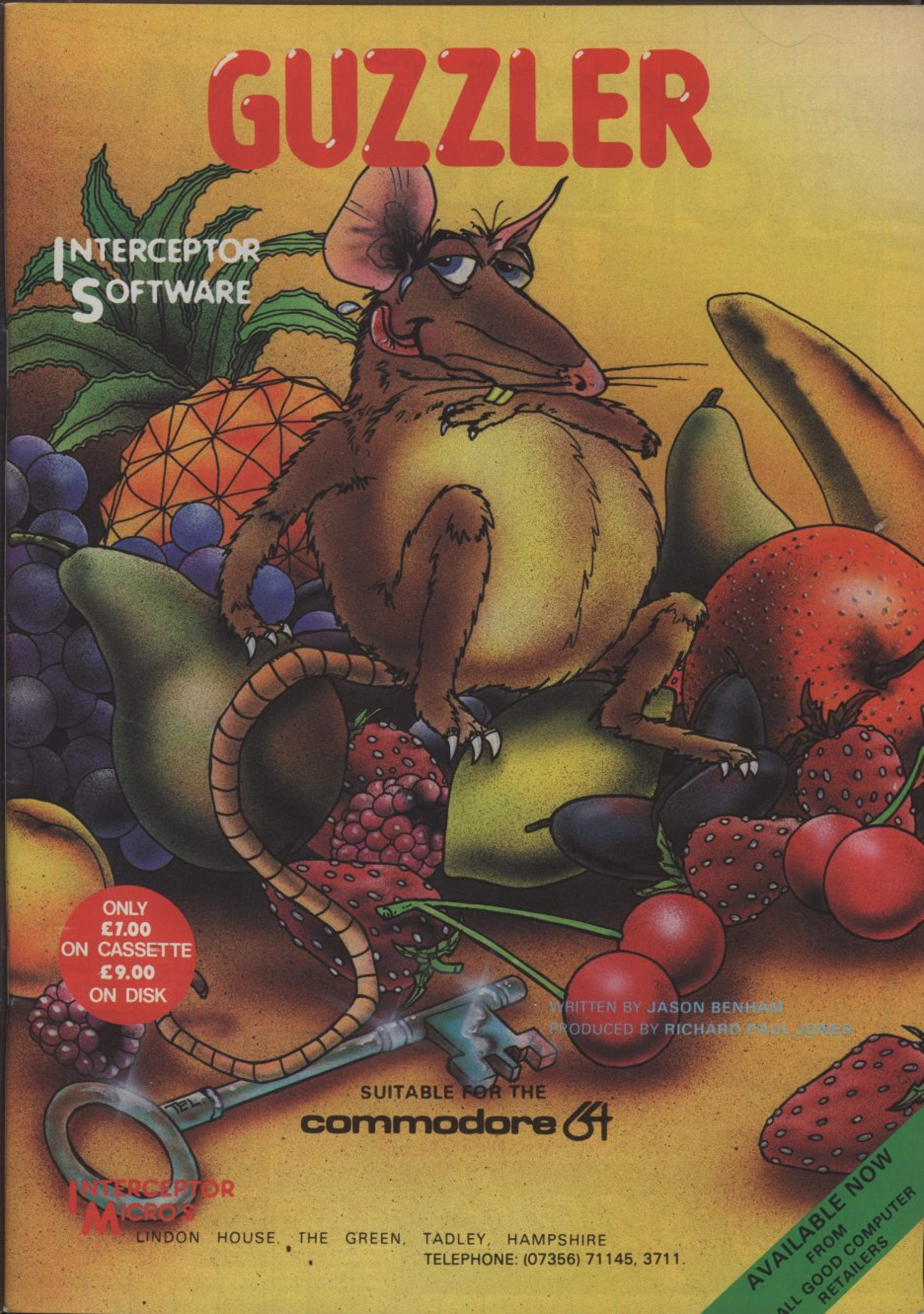
Dear Sir,
I was not a regular reader of your magazine until June. I saw on the cover that you had the missing screen from *Jet Set Willy*. I bought it instantly and rushed home to program it in. I was delighted with the game.

A month later I saw your July issue on the shelf. I saw your 52-page Book of Games so I bought it. This issue was just as pleasing as the last.

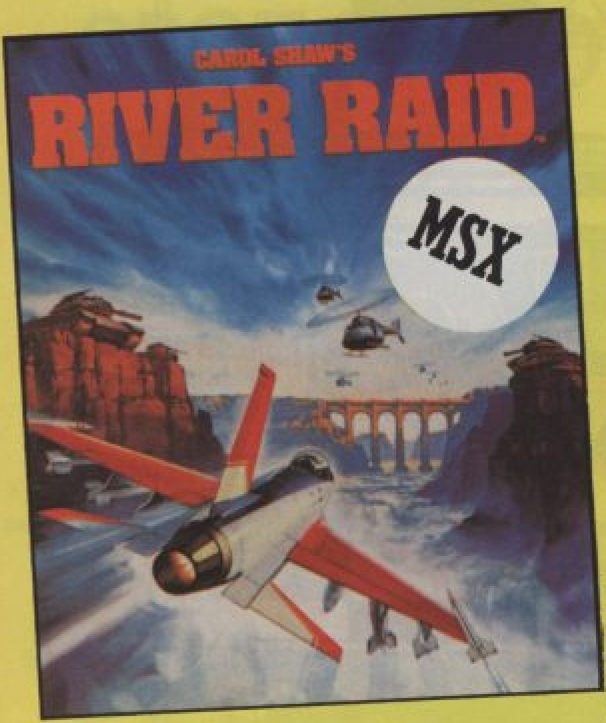
I am now planning to get *C&VG* every month. It also has lots of competitions and reviews which is what I like. I have only one criticism and that is that there are too many adverts.

Keep up the good work and my friends and I will continue to buy your magazine.

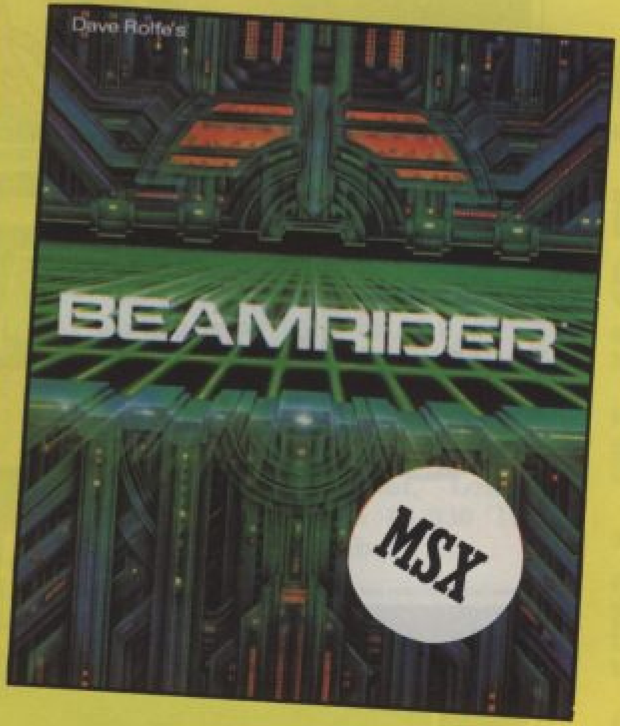
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COMPETITION



WIN MSX GAMES



You all read last month's amazing MSX-extra where we explained the vices and virtues of the new breed of micros from Japan. Well, if our features persuaded you to buy one, you'll need some games to play on them won't you? And we've got the games if you've got the answer.

Our friends at Activision have come up with £400 worth of MSX software for you — if you can answer the three simple questions below.

Fifteen people will get their hands on sets of two Activision MSX games — conversions of their mega-hits *Beamrider* and the classic *River Raid.*

Just the thing if you've got yourself a new MSX! Now answer the questions, fill in the coupon and mail it to *Computer & Video Games,* Activision MSX Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th and normal *C&VG* rules apply. The editor's decision is final and no correspondence will be entered into.

THE QUESTIONS

1 What do the initials MSX stand for? If you got last month's issue, this question will be no problem!

2 What is the name of Britain's Olympic Decathlon champion — featured on *C&VG*'s July cover.

3 Name the famous Activision programmer who created *Pitfall?*

COMPUTER & VIDEO GAMES/ACTIVISION MSX COMPETITION

My answers are..............................

1..............................

2..............................

3..............................

Name..............................

Address..............................

....

.......STOP PRESS.....THIS FABULOUS NEW GAME IS NOW FEATURED IN THIS MONTHS.....COMPUTER & VIDEO GAMES.....**HALL OF FAME**....



If you've ever wondered how it feels to be Eddie Kidd . . . defying danger and gravity, soaring on a motor-bike over a long line of cars . . . here's your chance to find out!

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At the age of 12, Eddie Kidd was jumping over oil barrels on a bicycle. At 18, he shattered the world record with his astounding leap of 190 feet – clearing 14 double-decker buses. Can you match his skill, courage, control and ice-cool nerve? Jump Challenge will show how you compare with the King of Motor-Cycle Stunts!

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COMPETITION

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Look at the illustration and then turn to page 85 and find as many differences between the two pictures as you can.

Circle them and send a completed entry form to: Megarule Christmas Competition, *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



MEGARULE CHRISTMAS COMPETITION

I have found . . . . differences

Name . . . .

Address . . . .

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The competition is only open to readers of *Computer & Video Games*. No staff (or their relations) of *Computer & Video Games*, Mega Marketing or associate companies may enter. The editor's decision is final and no correspondence will be entered into. A list of winners will be provided if requested. Closing date is December 16th.

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Access card number . . . .

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Address . . . .

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Signature . . . .

PART II SYSTEM 15000 COMPETITION

So, you won a *System 15000* in last issue's competition did you? Well now you've qualified for the next part of our great *System 15000* competition. All you have to do is play the game — by doing that, you'll be able to answer the questions below.

Get the answers right and you could soon be the proud owner of an Answerphone Modem! We've got five to give away, thanks to our friends at Craig Communications, the people behind *System 15000*. Want one? Then get cracking!

THE QUESTIONS

1. What is a modem?
2. What type of game is *System 15000?*
3. What is the telephone number for Seastar Travel?
4. Who owns Realco?
5. What is the account access code at Midminster Bank?

SYSTEM 15000
MODEM COMPETITION

My answers are:

1 ....

2 ....

3 ....

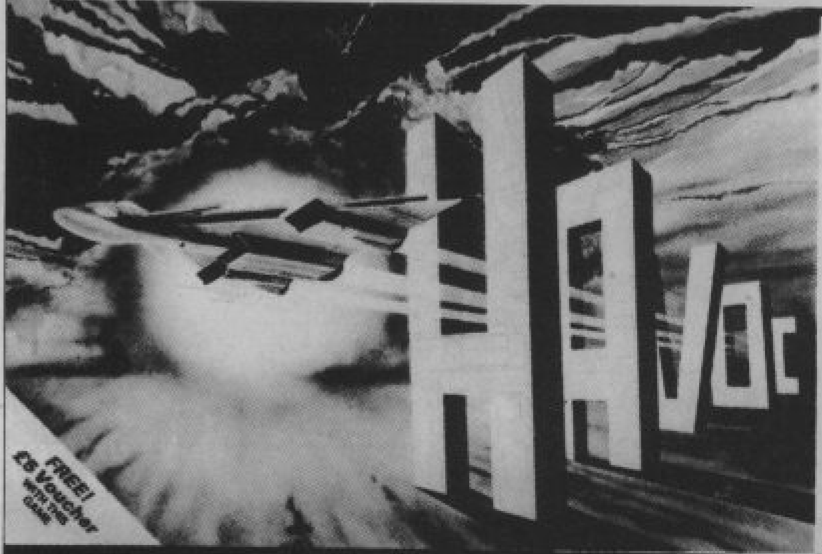
4 ....

5 ....

Name ....

Address ....

....



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Please send me a copy of HAVOC ☐ CBM 64 ☐ Spectrum

Name ....

Address ....

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COMPETITION

FREE OFFER

What can 13p get you these days? The first 10 pages of *C&VG*, a quarter of a can of coke or half a Mars bar. Not great value for money. But here at *C&VG* we've come up with a great idea to help you spend those few pennies — and what you get is worth at least three times as much!

It's a copy of our amazing Thompson Twins flexi-disc Adventure game. If you missed out on our October issue, you will also have missed out on your free copy of the flexi.

So, due to great public demand, we've decided to offer copies of the disc just for the price of a second class stamp.

All you have to do is fill in the coupon below, stick a 13p stamp on it and post it to the address on the coupon — NOT *C&VG* please. Don't lick all the stamp — otherwise we'll never be able to get it off to fix to your flexi-disc package.

I'm afraid you won't be eligible for the competition at this late date — but the first 25 people to send in their coupons will receive a free *Computer & Video Games* tee-shirt.

THE COUPON

Computer & Video Games
Flexi-Disc Offer

Please send me my free flexi-disc: — stick stamp here!

Name...

Address...

....

....

Send to: *Computer & Video Games* Flexi-Disc Offer, Ward Lester Ltd, 14 Hertford Road, London N1.





PETER PAN

SPOT THE DIFFERENCE!

Peter Pan was flying around long before people started playing computer games. But we reckon, if he's still out there in Neverland, he'll be playing all the top games along with the rest of you.

Being a conceited chap, he'd certainly want to see how his own adventures had been transformed into a computer game!

Hodder and Stoughton, publishers of the book, have just released a new game based on *Peter Pan*, the classic children's fairytale by J.M. Barrie. The game comes complete with a copy of the paperback — so if you haven't yet read it, now's your chance.

We've got six copies of the Adventure game — which runs on the Spectrum and the BBC — to give away to the readers who can spot the differences in the Peter Pan illustrations on this page.

Once you think you've found all the differences, ring them with a ball point pen and send the pictures and the coupon below to *Computer & Video Games*, Peter Pan Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date for the competition is December 16th and normal *C&VG* rules apply.

Remember to mark the outside of the envelope with the make of micro you own.

C&VG/PETER PAN COMPETITION

Name...

Address...

....

....

Computer you own:

Spectrum ☐ BBC ☐

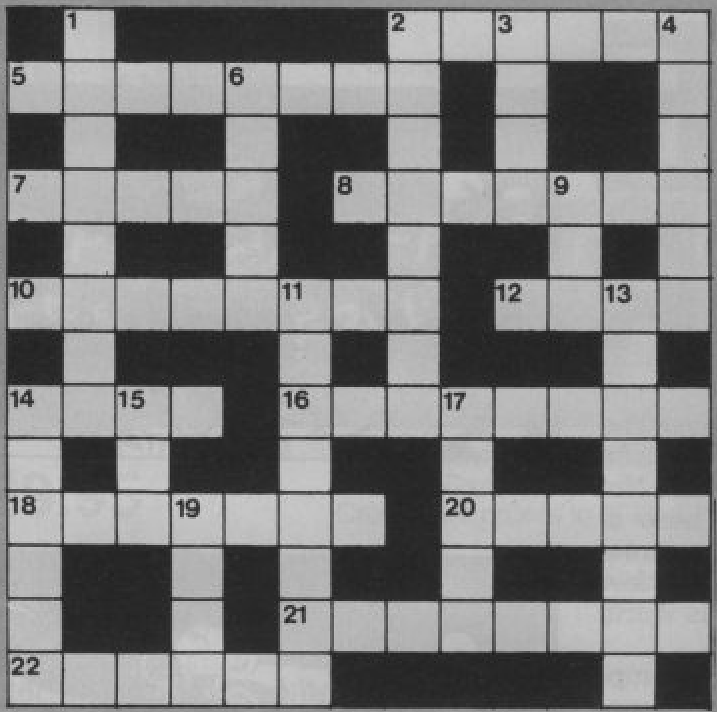
COMPETITION

CROSSWORD

We proudly present another of our amazing *C&VG* crosswords — with the clues in the right order! The first three correct answers to this crossword out of the *C&VG* memory bin will get an amazing "The Champ" tee-shirt. Just send your completed crossword to *Computer & Video Games*, Crossword, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Clues — Across

2. Amphibian drive by LOGO (6)
5. Sabre Wulf's software house (8)
7. Finger, toe or number (5)
8. Stop holding down a key (7)
10. Check that data is reasonable (8)
12. He's at the end of the Q* in the game (4)
14. It may be magnetic or paper (4)
16. A file of information for applications (4,4)
18. VDU (7)
20. Fighter flier (5)
21. Computer game for a full back? (8)
22. Phantoms in Atic Atac (6)



Clues — Down

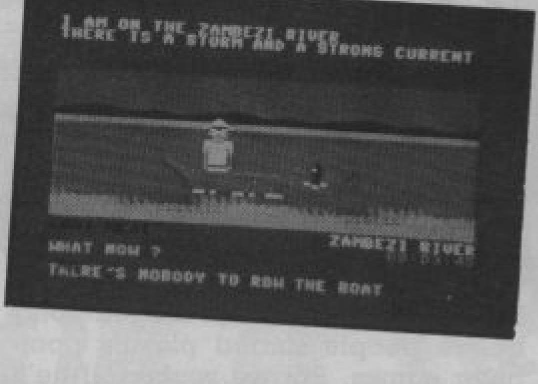
1. Game that sounds related to the crocodile (8)
2. CEEFAX, for example (8)
3. Speed (4)
4. What you need to be to enter the Hall of Fame (6)
6. Beaten at Chess (5)
9. A big one rolls barrels in Donkey Kong (3)
11. Artificial humans (8)
13. Returned to original value or condition (8)
14. Co-ordination (6)
15. Point in a din plug (3)
17. Macintosh micro (5)
19. Fluids for jet printers (5)

AFRICAN SAFARI

African Safari is the first Adventure game to feature fully animated scrolling graphics. And you need a joystick to play it, too! We've got 25 copies of this revolutionary new game for the Commodore 64 up for grabs, thanks to our friends at the new and innovative software company, Interdisc.

You can read all about the game in our *Games News* pages this issue. And on this page are some screen shots so you can see what the game is all about. Want one? Then all you have to do is answer the three simple questions below, fill in the coupon and mail it to *Computer & Video Games*, African Safari, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th and normal *C&VG* rules apply. Now for those questions:

1. What was the name of the young boy befriended by animals in the classic children's story *The Jungle Book* by Rudyard Kipling?
2. In the Tarzan movies the ape-man's best friend was a chimpanzee. What name did Tarzan give the chimp?
3. What animal won't you find on an African Safari? a) Elephant b) Flamingo c) Tiger.



C&VG/AFRICAN SAFARI COMPETITION

My answers are:

1. ....

2. ....

3. ....

Name ....

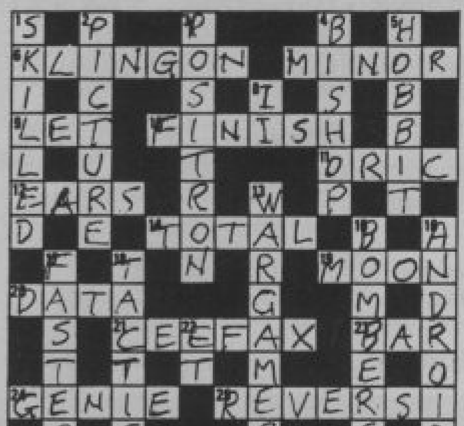
Address ....

....

....

One night, a couple of months ago, Snag Junior crept into the *C&VG* office to create his usual havoc. You probably noticed that he'd been at work when you attempted the crossword in October's issue. The headlines to the Across and Down clues were switched! I'm happy to report that everyone managed to unravel Snag's night's work and also to complete the crossword correctly. There are three winners, all of whom will receive a *C&VG* tee-shirt. Well done to Mr J Eagle, London; Mark Woolrich, Doncaster and Mr M R Eves from Surrey. The correct answers are below.

SOLUTION



Turn to page 207 for competition results . . .

Due to the fact that this issue features so many great competitions and prizes, we've decided to feature these and have put the competition results on page 207. If you've entered a competition in the last few issues and the results haven't been printed — they'll definitely be in the January issue.



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COMMODORE 64

	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Android 2	6.90	**3.45**	07160	Ocean

You are the Android — stop the advance of the Millitoids, survive the Maze of Death, rationalise the Paradox Zone and cross the Flatlands — but beware the lethal 'hoveroids, bouncers and landmines.

Blagger	7.95	**3.97**	05510	Alligata

Follow the exploits of Rodger the Dodger, master burglar, through banks, shops and houses — but watch out for alarms and very spooky night-watchmen.

Son of Blagger	7.95	**3.97**	05520	Alligata

You've polished your skills on Blagger, now put them to the test with his son — Slippery Sid's not after money . . . espionage is his game.

Cavelon	6.90	**3.45**	05860	Ocean

Enter the castle stronghold at your peril! To rescue Guinevere you must ascend six awesome levels dodging and battling the deadly knights. Will the magic of the sword Excalibur make good prevail?

Dare Devil Dennis	7.95	**3.97**	06790	Visions

So you think you could be a stuntman . . . the money is good but will you live to enjoy it — test your skills on land, sea and snow.

Hunchback	6.90	**3.45**	03750	Ocean

Rescue Esmereldа from her castle stronghold. Featuring the Ramparts, Knights, Arrows, Fireballs, The Pit and of course those Bells!

Loco	7.95	**3.97**	06180	Alligata

Through terrifying hazards and under constant aerial bombardment, this is the nightmare train journey of all time — can you make it before you run out of fuel and become a sitting duck.

Micro Olympics	5.95	**2.97**	07080	Micro-User

Five track events plus long jump, high jump, pole vault, javelin, discus and hammer — you can take part in them all at the fabulous Micro Olympics.

Potty Pigeon	7.95	**3.97**	09210	Gremlin

Percy the Potty Pigeon makes suicidal attempts to build his nest by plucking twigs from the path of onrushing traffic — he has one weapon though — his revolting explosive eggs!

Snooker	8.95	**4.47**	03960	Visions

Accurate table layout, variable shot strength, spin on the ball in any direction, foul feature . . . it's like having your own full size table but guard it or you'll never get a chance to play yourself.

VIC 20

	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Bongo	7.95	**3.97**	05210	Anirog

Hilarious game for the whole family — Bongo the Super Mouse sets out to find the stolen diamonds so he can win the hand of the King's daughter in marriage.

Dungeon Droid	5.00	**2.50**	07630	Novasoft

Your Space Ship is low on Novalite fuel crystals forcing you to land on a planet whose inhabitants worship them. Brave the many dangers in the multi-level tomb before your ship is destroyed.

Mini Kong	5.95	**2.97**	01780	Anirog

Kong has abducted a young maiden and trapped her in his lair — you have to climb the ladders to rescue her as the angry Kong rains down a stream of barrels to crush you.

Flight Path 747	7.95	**3.97**	05690	Anirog

As the pilot of this high performance jet liner you must take off from an airfield surrounded by high mountains and having climbed safely over them prepare yourself for a landing in the valleys below.

Snooker	8.95	**4.47**	02170	Visions

Game description as for Commodore 64

ELECTRON

Blagger	7.95	**3.97**	05170	Alligata

Game description as for Commodore 64.

Chuckie Egg	7.90	**3.95**	02190	A&F

Who'd think a farmyard could be so stressful? You must collect the eggs before the nasties get out and eat all your corn. And if the crazy duck gets out of the cage, you're in real trouble!

737 Flight Simulator	7.95	**3.97**	06420	Dr. Soft

"Start approach well out, starting down from 3000ft at 10nm range, don't forget flap and gear, aim for a 3 degree slope down to the runway, follow up with power to control speed" . . . just one of the manoeuvres in this superb flight simulation — a real test of skill.

Guardian	7.95	**3.97**	05910	Alligata

Stop the Landers trying to capture Humanoids from your planet surface while tackling flying pods, swarmers, alien bombers, deadly baiters and a carnivorous overblown jellyfish.

Snooker	8.95	**4.47**	02280	Visions

Game description as for Commodore 64.

Guarantee

We aim to make the Software Club the only club you'll want to be with. All of our programs are guaranteed genuine from the original manufacturers and are produced to the highest standards. However, if any tape proves to be defective please return it to us, with a short note explaining the malfunction, and we will replace it (for the same title) by return of post.

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Please accept my application, enrol me as a member of The Software Club and send me the introductory tapes whose numbers I have written in the boxes below, for which you shall charge me in due course, should I decide to keep the software (plus a total of £1.25 for postage and packing). If I am not completely satisfied, however, I may return the tapes intact within ten days, my membership will be cancelled and I will owe nothing. As a member, I need not take a tape every month, if I want no tape at all, I can say so on the card provided. I will, however, choose at least six tapes in the first year. I am over 18 years of age. (This application must be from your parent or guardian if you are under 18 years of age).

My 3 selections are (item code)

Machine ______ Memory size ______

Mr/Mrs/Miss/ ______

Address ______

Postcode ______

Signature ______

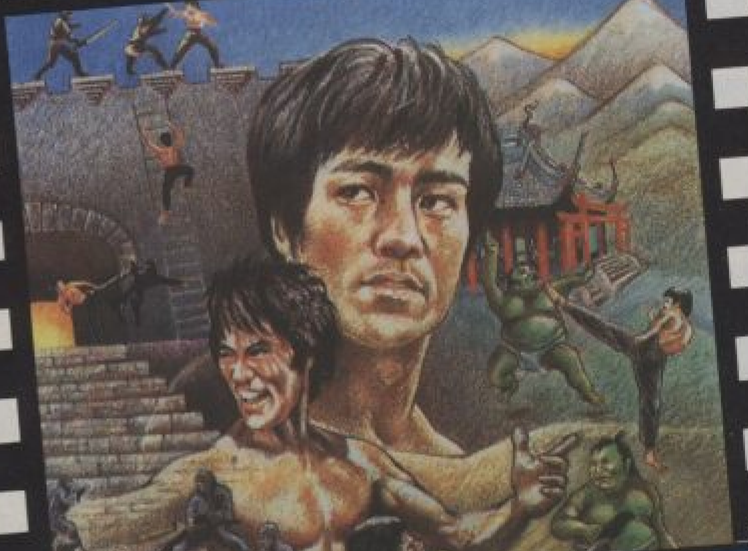
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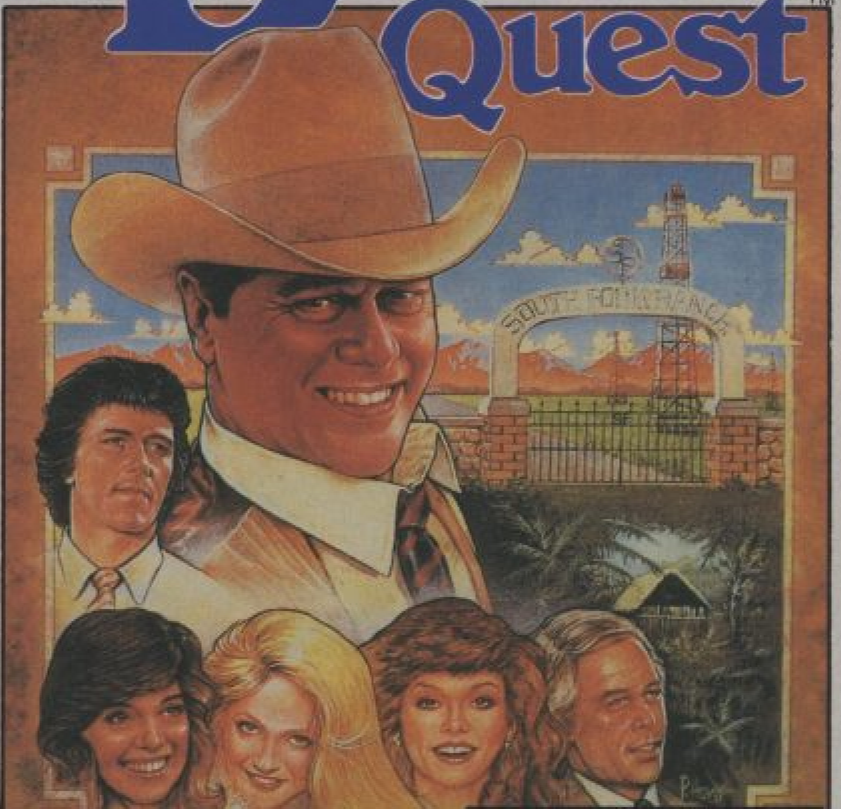
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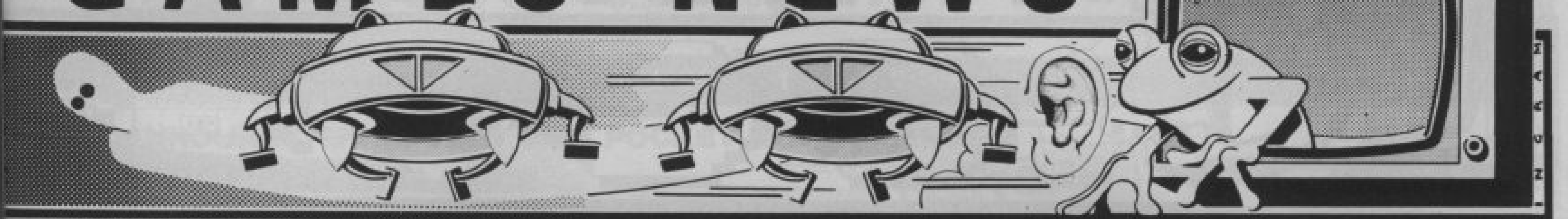
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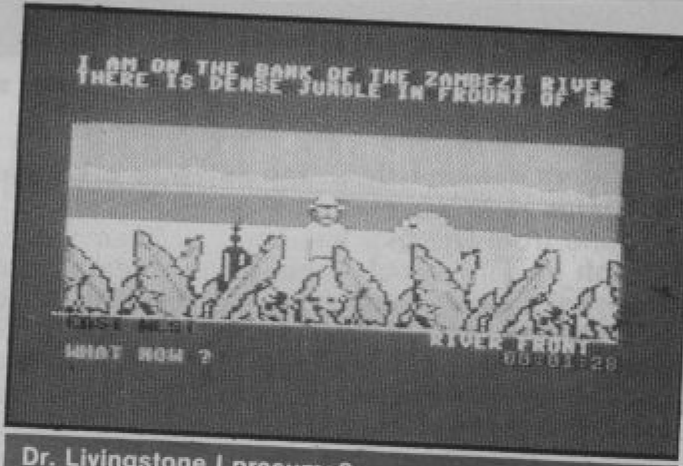
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G·A·M·E·S N·E·W·S



ON SAFARI



Dr. Livingstone I presume?

Who said you don't need a joystick to play an Adventure?

Interdisc has just released what must be the first animated scrolling graphic Adventure for the Commodore 64, called *African Safari.* You have to help Dr Livingstone find the long lost Kenyan Diamonds in an enthralling and original game.

Not only do you have to control the action arcade style with the joystick, you must also help Dr Livingstone solve various problems by inputting the regular Adventure instructions.

The screen display is split into two. The top half of the screen shows Dr Livingstone and his surroundings which he explores as you move him around using the stick. Below is the test — it shows in which direction Livingstone can move and, if you see anything interesting on screen, you can tell Livingstone to LOOK and a description of the article flashes up on screen.

Interdisc is also releasing a double pack of space shoot-out games for the 64—*Gammaron* which is an adaptation of arcade *Xevious,* with more great graphics, plus *Starforce,* an updated version of that old Atari VCS classic, *Star Raiders.*

If they keep up this high standard of release, Interdisc is a company which games players should watch in the coming months. All releases should cost £9.95.

FLYING RED KIPPERS?

VALKYRIE 17

A team of undercover investigators have been working around the clock to uncover a secret organisation known only as Valkyrie 17. *C&VG* has been in on the action and in coming months we will reveal the truth behind this evil organisation. And believe us, the members of Valkyrie 17 are even more unscrupulous than a bunch of software pirates. So if someone says to you "The Red Kipper Flies at Midnight" don't laugh at them — they could be attempting to tell you something to your advantage. Watch out for men in trenchcoats — and watch this space for more undercover information about Valkyrie 17.

It all has something to do with this blueprint we discovered poked under the *C&VG* office door the other night...

HERE COMES THE JUDGE?

STRONTIUM DOG

At last! Someone has got around to converting those great comic characters from the best British comic around, *2000 AD.*

Quicksilva, the people who brought you our amazing Thompson Twins Adventure game in October, have signed up Johnny Alpha, better known as *Strontium Dog,* to star in a series of computer games.

The first *Strontium Dog* game, for the Commodore 64, is out now. You can find a review of the game, *Strontium Dog and the Death Gauntlet,* on our reviews pages this issue.

***Strontium Dog: The Killing,* will be the next release. This concerns a planet ruled by a dictactor who stages a tournament for all the most evil and vicious killers in the universe. They battle against each other to discover who is the nastiest.**

Strontium Dog, who is a Search and Destroy Agent, attends the tournament to wipe out a few of these criminals. Can't wait to see it!

For those of you who have never read *2000 AD,* Johnny Alpha is one of a race of mutants created by a nuclear war known as Strontium Dogs.

They are social outcasts shunned by the rest of society and the only job they can get is bounty hunting — tracking down deadly criminals and enemies of the state. A sort of futuristic *Dirty Harry.*

Unfortunately, *2000 AD*'s best known character, Judge Dredd, has already been snapped up by an American movie company. Quicksilva's Mark Eyles told *C&VG* that they were attempting to see if they could get hold of the rights for the Judge. But, in the meantime, he's looking at other heroes from the comic with a view to turning them into sprites.

PARKER BROTHERS BOW OUT

Parker Brothers — the company who launched the *Star Wars* video games with a massive TV advertising campaign — have withdrawn from the games business "until the market settles down".

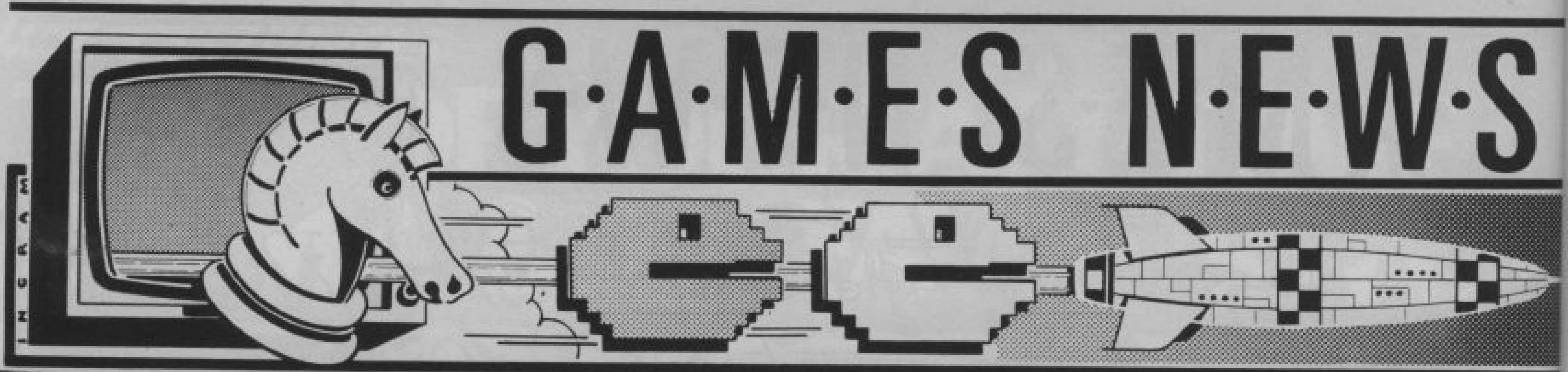
Parker are owned by Palitoy which is one of the largest toy manufacturers in the world.

The withdrawal of Parker Brothers surprised many in the computer games business who believed that they would use the muscle of the parent company to become one of the leaders.

Parker's decision means that all planned products will now be put on ice — including the range of *Star Wars* games planned for the Spectrum and 64.

A company spokesman said "fifty per cent of Parker's business is in video game cartridges for the VCS...... the recent Atari price cuts have destroyed any possible margins on our products, many of which are based on licences acquired at great cost from popular films and well known characters".

Parker would not say when they expected to re-enter the market for computer games but it is thought that a toy company of Parker's size cannot afford to stay out of this market for ever.





D-DAY FOR THE QL

Games Workshop's first venture into computer games will make a little bit of history. One of their forthcoming new releases called *D-Day* will be coming out for the QL — the first game for this new machine.

D-Day is a graphic war game for two players based on the Normandy landings of 1944. Players take the Allied or German sides, deploying their armed forces.

We've already mentioned *Battlecars,* a Mad Max-type race game with some original touches which will be released for the Spectrum at the same time.

THE PRINCE IS A WINNER

John Sherry of Keele, Staffordshire is the winner of the 1984 Cambridge Award, co-sponsored by CCS Cases Computer Simulations and *Sinclair User*. John will receive a £2,000 cheque and the Cambridge Award trophy.

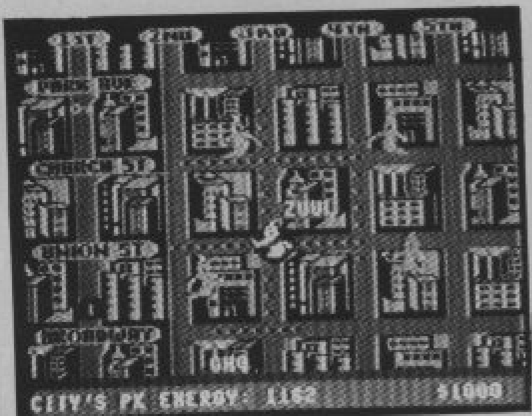
John Sherry's winning program, *The Prince,* for Spectrum 48k, is a highly original, tactical and interactive Adventure game for four players which could spark off a new generation of complex Adventure programs. It is being published by CCS and will be priced at £7.95.

GHOSTBUSTERS

Ghostbusters is a smash hit movie in the States right now — and the theme tune from the film has been riding high in our music charts for several weeks. Now Activision has got hold of the rights to make the game of the film!

David Crane, Activision's top programmer, who brought you *Pitfall* and *Decathlon* has been given the task of turning the movie into a game which Activision says will be on sale in time for Christmas. *Ghostbusters,* the movie, tells the tale of three New Yorkers who set up in business fighting ghosts and ridding the city of paranormal beings. It's a light-hearted comedy and has been beating *Indiana Jones* at the U.S. box offices.

David says the game will contain a mixture of Adventure, strategy and arcade action based on events on the film — which should be in cinemas here very shortly. Watch out for it!



The townscape screen from Ghostbusters!

Computer & Video Games got a sneak preview of the brand new *Ghostbusters* game at Activision's London offices.

David Crane's latest game closely follows the plot of the film. First you have to set up in the ghostbusting business by getting some cash together, buying your own ghostmobile and equipping it with ghost-catching equipment.

The screen display shows the automobiles you can choose — ranging from a VW Beetle to a high-powered sports car.

Then you move onto a maze-like screen which shows the city streets. Haunted buildings start flashing red and you have to guide your ghost mobile along the quickest route to the affected skyscraper.



The Ghostbusters team see the latest issue of C&VG!

Once at the building, the screen display switches to the exterior of the building — with a little ghost floating around outside. You must guide your ghostbusting team of two into position and then fire your laser-like, ghost-busting beams to force the ghost into your trap. You earn money for each ghost you trap.

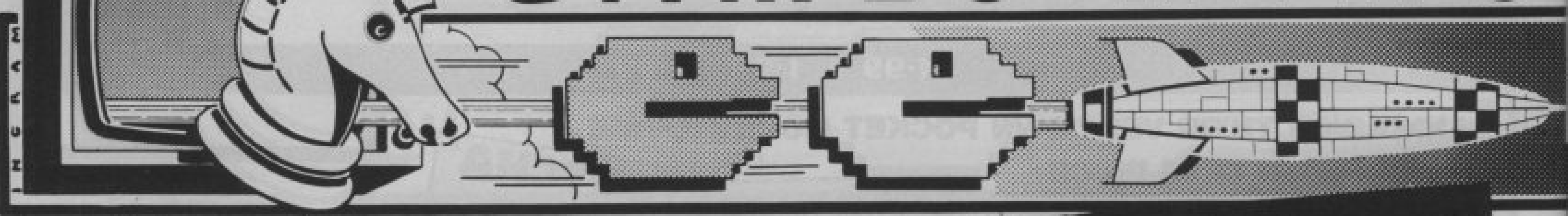
You must also prevent ghosts reaching the Temple of Zuul — which in the film is known as Spook Central. It's a door to the spirit world which you have to shut at the end of each game.

Ghostbusters is a terrific game — extremely addictive and great fun to play. Watch for a full review in our next issue.

And if you haven't yet rushed out to buy Ray Parker's hit theme tune to the film — don't bother. Activision's game plays the soundtrack almost note for note. And the final version will have speech too. Press the space bar and it will shout "Ghostbusters!" at you.

Which comes in really useful as you sing along with the lyrics displayed as the game loads — complete with little bouncing ball! This Commodore 64 version of the theme could get into the Top Ten too . . .

G·A·M·E·S N·E·W·S



TRAVELS IN THE UNDERWURLDE

SABRE WULF

Sabre Wulf, the last game to be released from the respected Spectrum software company Ultimate, is to be followed by two sequels featuring the Sabreman.

Underwurlde and *Knight Lore* chronicle the further Adventures of the Sabreman in the land of the underwurlde.

Ultimate has remained tight-lipped about the new games they are producing — except that *Underwurlde* will feature over 100 screens of action, battling against the inhabitants of the mythical country. The company claim that the game has "an unequalled player appeal".

In *Knight Lore* you are trapped in a full realistic 3D world, playing the part of an adventurer-cum-explorer making his way through a world filled with huge monsters and alien warriors. "*Knight Lore* becomes more of an adventure film than an adventure game", or so says the advertising blurb.



Sabre Wulf, up to now, has not been selling as well as previous Ultimate titles, having sold less than 30,000 copies — *Beach-Head* for the Commodore has sold nearer 60,000. One reason may be the similarity between their last two games. Why buy *Sabre Wulf* when you can get *Atic Atac* for a fiver?

DESIGNER OF THE MONTH

NAME: Peter Liepa.

BORN: Toronto, Canada, 1953

GAMES: Boulder Dash.



Peter Liepa's first game — *Boulderdash* — looks set to become a hit in the UK repeating the success it has already received in the States.

But Peter is not letting this success go to his head. "The American games business is going through a tough time. I enjoy writing computer games and would like to think I would be doing it in two years time but nothing is that certain at the moment."

Despite the pessimism, Peter has started work on his next game — *Boulderdash II.* Don't expect this to go on sale for several months though, as *Boulderdash I* took no less than a year to programme. "I spend all my energy on a project — actually only about two hours a day on the keyboard — but I am thinking about the program all the time. I even dream about it."

Peter has spent all of his working life in the computer business. "I've done just about everything. Worked on business software, research projects, the lot . . . even when I was a student I managed to get vacation work on computer projects."

"My first contact with a computer was via a terminal to a mainframe at university . . . I didn't major in computer science . . . my programming knowledge is self-taught".

By 1982, the personal computer boom was taking America by storm and Peter decided to buy an Atari 800. "I'd always liked video games and some of my friends were spending a lot of money on them . . . it just seemed like a natural progression that my next project should be a video game".

When Peter is not programming he likes watching films and practises the martial art — Tai Kwondo — although he says he doesn't have hobbies. "I don't draw a line between what I do for a living and my interests".

Favourite drink: Coke.

Favourite TV programmes: "I'm a forager. I watch almost anything. Last year I was a *Hill Street Blues* fan. I tend to get bored very easily with TV".

Favourite computer programs: *Suspended* by Infocom, *Crossfire, Miner 2049'er, Choplifter.*

Worst Game I've Ever Played: *Castle Wolfenstein.*

The thing about computing that most makes me want to throw up: The multiplicity of systems and lack of standards. Expensive software.

FOLLOW THE LOST BOYS

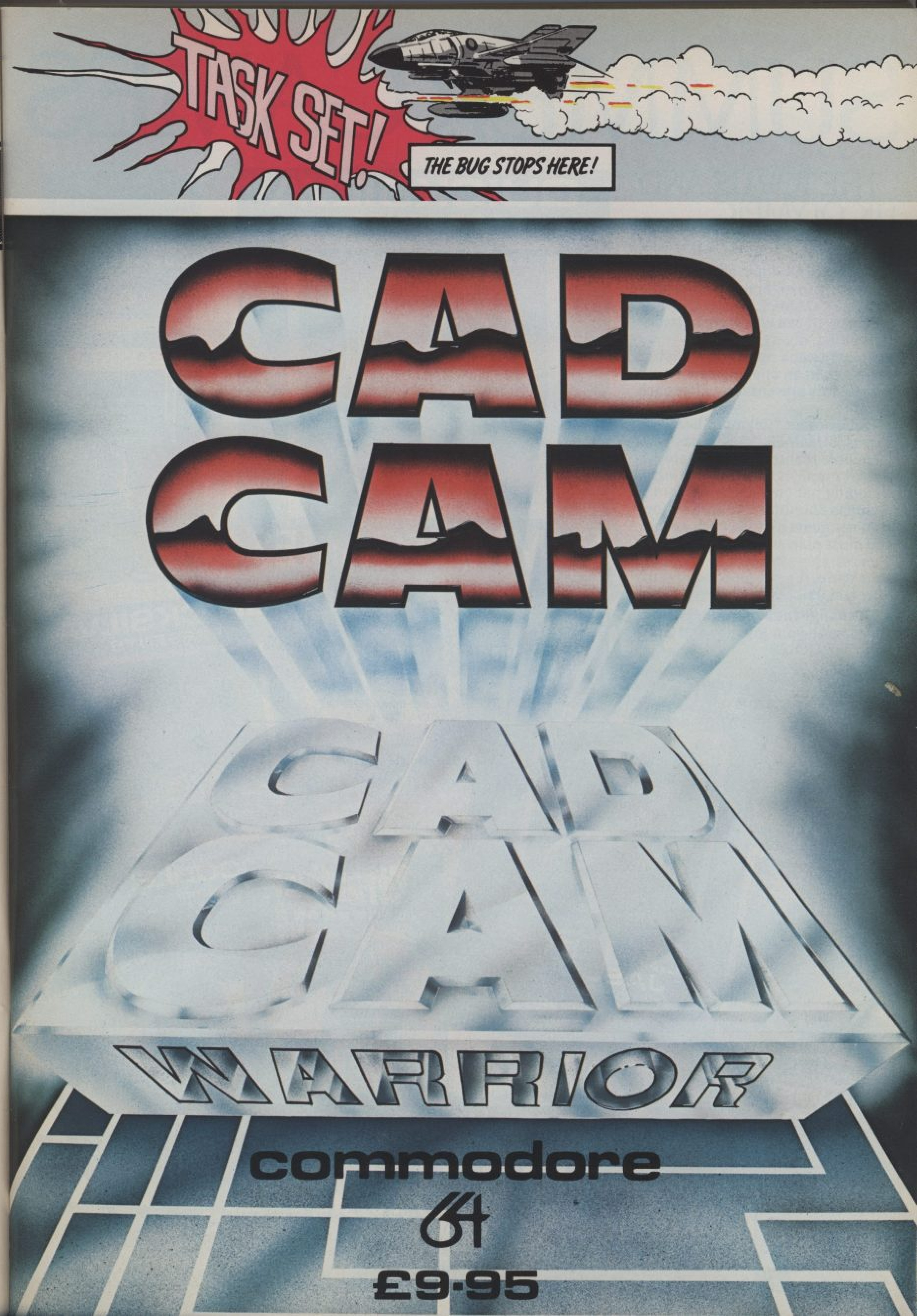
Everyone loves the boy who refused to grow up. Stephen Spielberg wants to make a movie about him. Michael Jackson wants to play the part. And this Christmas there will be several versions of the stage show about this fairytale character playing in theatres all around the country.

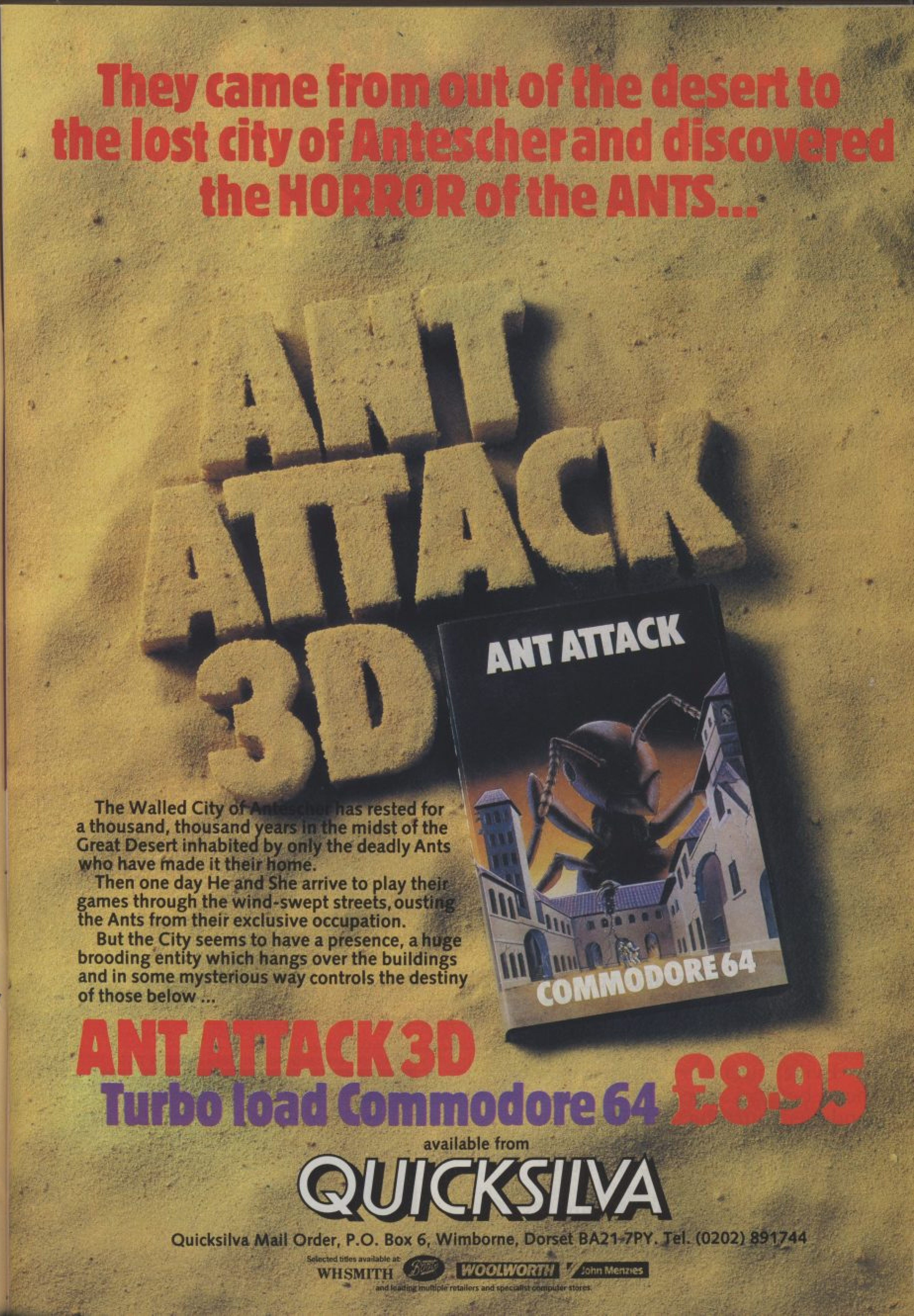
Who is he? Peter Pan — that's who. If you've never read the book about the exploits of Peter Pan, Wendy and the Lost Boys in Neverland then why not try out the computer adventure game based on J.M. Barrie's famous children's book?

Following in the footsteps of *The Hobbit, Erik the Viking* and *Sherlock Holmes, Peter Pan* is the latest adaptation of a book to hit the screen of your Spectrum — and soon for the BBC and Electron.

You also get the chance to enter a competition being staged in conjunction with the game. Discover a secret password and you could win a special deluxe edition of the adventures being put together at this very moment by Hodder and Stoughton.

The game itself is really for the younger Adventurer — but older gamesters will enjoy it too. It has some nice animated graphic screens — on the Spectrum version — and features all the characters from the book, including the evil Captain Hook, Peter's arch-enemy.


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Macbeth

You may well start leaping for the emergency exits when someone mentions Shakespeare. A lot of us have been bored to tears by the Bard at school — which is a great pity because his plays just aren't as tedious as they often become when you have to study them. Often they are action packed Adventures. Which is where David Pringle and his team come in. They have dragged Shakespeare into the computer age by creating an Adventure game based on one of his best known, and bloodiest, plays — *Macbeth*. Read on to discover why they did it . . .

Macbeth is one of Shakespeare's best known plays. It has lots of action — most of it bloodstained — and, when you come to think about it, is ideal Adventure game material.

"It seemed that more and more people were turning to literature for material for Adventures," said David Pringle, the leader of the seven strong team who put the *Macbeth* game together. "*Macbeth* has lots of action and it's a story that everyone knows well."

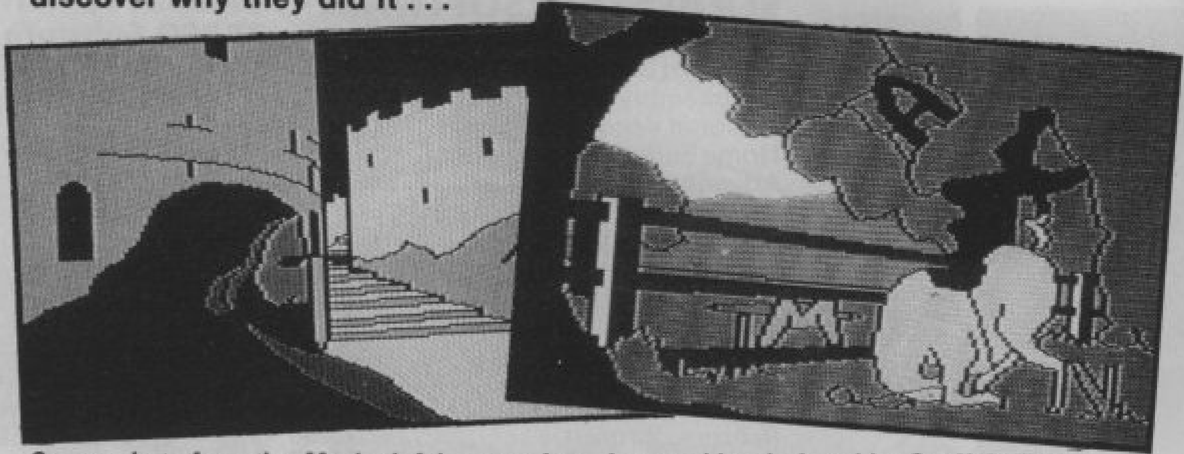
It took around 21 months for the project to be completed from original concept to storyboards and final coding. It comes in four parts and at present is only available for the Commodore 64 — although a Spectrum version could be in the offing.

As seems to be the norm with Adventure games these days, there are graphic screens in each of the four parts. Some of them are animated. These were designed by graphic artist Geoff Quilley.

My favourite is the animated scene where Macbeth meets the three witches. The witches transform themselves into nasty things like bats and then disappear. This took the graphic artist two days and around 10k to complete. David reckons that the game features some of the best graphics yet seen on the 64.

All seven members of the development team have an academic background. So is *Macbeth* really an educational package, I asked?

"We tried hard to get a good balance between the educational element and the game," said David. "I don't think it's the kind of thing that teachers will use in schools. But I think people will appreciate Shakespeare a lot more after playing the game. We certainly did!"



Screen shots from the *Macbeth* Adventure featuring graphics designed by Geoff Quilley.

"I think people will be able to play the game as an Adventure and not feel that they are being forced to learn. However, the game could be of value to people who are studying the play at school."

As I've already mentioned, *Macbeth* is divided into four parts. The plot of *Macbeth* is so involved that the programmers needed all the space they could get! Each part can be played as an individual game.

At the end of each section of the Adventure, you'll find another game which can only be described as a sort of psycho-analysis program. Macbeth sits down on the psychiatrist's couch and looks at his actions.

This probably says more about the Adventurer's state of mind than Macbeth's — but it's an interesting concept in any event. Who knows what it might reveal about YOUR character? Come to think of it, Mr Campbell has been very quiet since we sent him a review copy. These can be played separately from the main game.

Macbeth is released by Creative Sparks this month and will cost £14.95. It comes with a special version of the play in paperback form. The book was edited by the group in order to make it easier to read, removing a lot of those odd quirks of ye olde English that make Shakespeare hard to follow.

So the message is clear. Don't be frightened off just because the game is based on a Shakespeare play which bored the pants off you at school. It's still a good Adventure game. *C&VG's* Chief Examiner, Keith Campbell, tells you what he thinks about the game this issue.

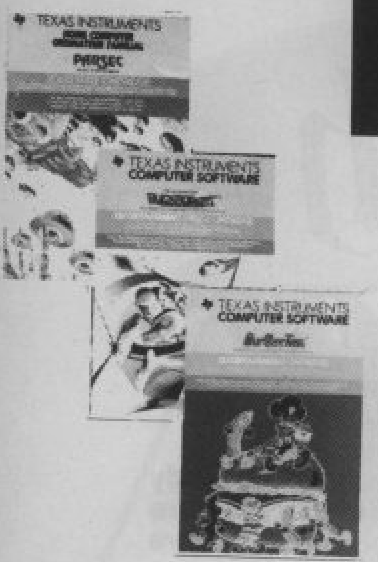
Macbeth is the first Adventure of its kind. David Pringle and the rest of his team are awaiting your reactions with interest. The complete works of Shakespeare as Adventure games? Stranger things have happened!

COMPETITION

If you get your hands on a copy of *Macbeth* you could win a very special prize. Together with Creative Sparks we've come up with a new and original competition idea — but you have to have a copy of the *Macbeth* adventure to enter. Complete the adventure and you could win a holiday weekend at the Treasure Trap Castle! Here you can play a real life adventure game. More about this from Keith Campbell soon. He'll be visiting the mysterious castle to bring you the low-down from the dungeons. Two winners of the *C&VG*/Creative Sparks Macbeth Competition will go to the Treasure Trap castle, and 25 runners-up will receive copies of a brand new and as yet un-named Creative Sparks adventure series. But first you must solve *Macbeth* . . .

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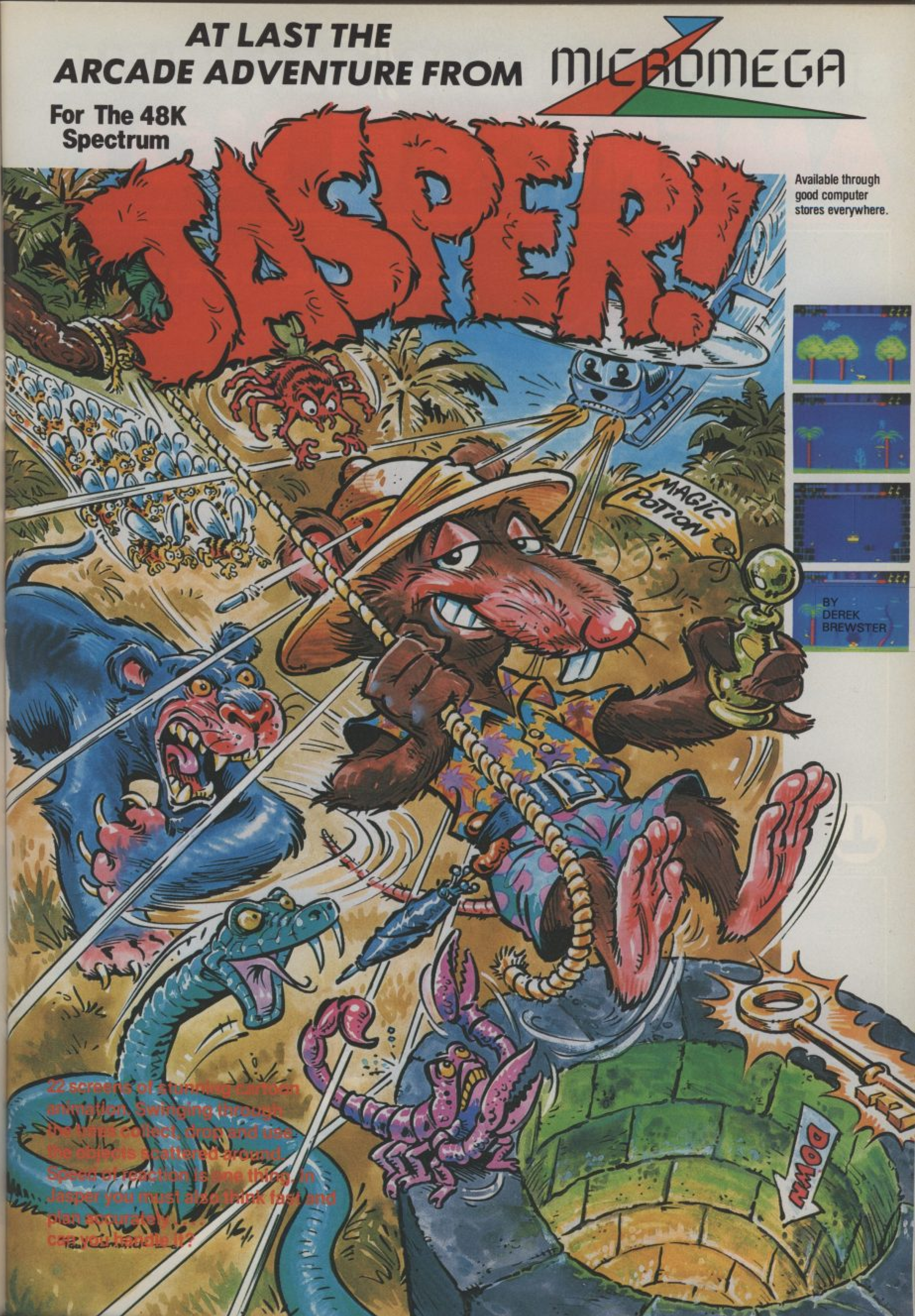
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R·E·V·I·E·W·S



1 BOULDERDASH

MACHINE: CBM 64/ joystick
SUPPLIER: Statesoft
PRICE: £8.95

Who needs mega-games when you've got *Boulder Dash!* It's a really simple game — but this reviewer found it hard to put the joystick down. *Boulder Dash* will have you glued to your screens.

As I've said, the basic objective is very simple. You have to help a little character called Rockford search through 16 caves picking up jewels along the way — and avoiding getting squashed by the boulders or killed off by the other hazards he finds.

You can select various caves at the start of each game from the comprehensive menu. Each cave has five difficulty levels — the time you get to complete each screen gets shorter as you increase the difficulty.

To get from one cave to the next, Rockford needs to collect the right number of gems. This opens the exit door — allowing Rockford to move on. In later screens, Rockford can transform things into jewels — such as butterflies and amoebas.

In between certain screens are little bonus games or "playable intermissions". These take the form of short interactive puzzles. Solve one and Rockford gets a bonus score.

There are so many nice touches in this game that it's hard to pick one that stands out.

The graphics are great fun. Rockford is a graphic gem — he stands and blinks at you if you let him stand still for long. It's well worth doing that just to watch him!

I suppose the closest thing to *Boulder Dash* would be *Dig Dug* the arcade game — but *Boulder Dash* is better, by miles!

Strangely enough, *Boulder Dash* is one of the first computer games to be transferred to the arcades. Exidy have brought out an arcade machine of the same name.

If you've got a 64 — *Boulder Dash* is a must. Tell Santa now!

• Graphics	9
• Sound	8
• Value	9
• Playability	10

2 STRONTIUM DOG

MACHINE: CBM 64
SUPPLIER: Quicksilva
PRICE: £7.95

Regular readers of *2000 AD* comic will know all about Johnny Alpha, the Strontium Dog. Johnny is a Search and Destroy Agent, a future style bounty hunter, who travels the universe tracking down evil-doers and criminals.

Strontium Dog and the Death Gauntlet is Quicksilva's first outing with a character from the comic. More *2000 AD* characters are to appear in future games (see *Games News*).

It's a basic shoot-up game



with some pretty graphics and a nice line in sound effects.

You control Johnny Alpha who, along with his partner Wulf Sternhammer, has been tracking down two renegade Strontium Dogs — the collective name for Mutants. Yes, Johnny is a Mutant too! These renegades are known as The Stix Brothers.

Wulf and Gronk, a faint hearted alien, are waiting for Johnny on the Planet of Renegades. As Johnny neared the planet, his craft was attacked by the Brothers and forced to crash land. Johnny has to cross the dangerous planet to meet his friends on foot. And that's where you come in.

You have to help him reach his mates, fighting off desperate criminals, renegade robots and deadly vegetation. Johnny is carrying electro-flares which he can use to dazzle the nasties and stop them firing at him for a few seconds at a time. He also has his trusty laser pistol to blast back at them.

There are Time Grids dotted around the planet which send him short distances back in time if he bumps into them.

The screen shows a main display of the planet's surface with Johnny and his opponents in glorious Commodore colour. At the bottom of the screen is a small landscape map which shows Johnny's position on the planet. He has to cross Mountains, desert and a cityscape before he reaches Wulf the Gronk.

There are five different levels of play — each progressively more difficult.

Don't expect too much from the game just because it features your favourite comic hero — but having said that, *Strontium Dog* is a solid shoot out with a few nice twists that will keep you interested on a rainy afternoon. But I'm not too sure how long the appeal will last.

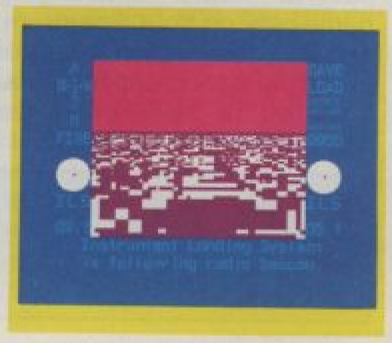
• Graphics	7
• Sound	7
• Value	7
• Playability	7

3 BRAXX BLUFF

MACHINE: Spectrum
SUPPLIER: Micromega
PRICE: £6.95

Braxx Bluff is the latest 3D game from Micromega — the people who brought you *Code Name Matt* and *Full Throttle*.

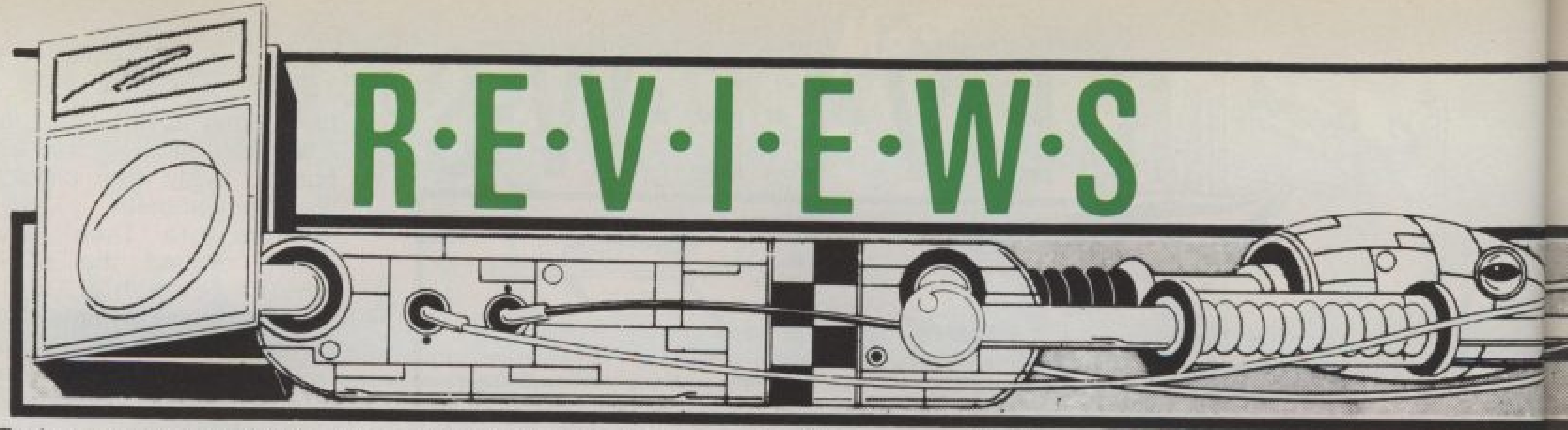
The action takes place on the planet Prolon where you are given the job of



rescuing a team of explorers from the vicious Prolon nasties who are feeding on their ship's energy supply.

To do this, you have to land on Prolon, find the explorers' crawler craft which is marooned at Braxx Bluff and get it back to your mother ship before the crew die.

Sounds easy? Don't you believe it. Just landing on



Prolon took me a couple of hours to crack and as for locating the dreaded Braxx Bluff — well that was an all-evening job.

Game controls are kept simple — just up, down, left, right, and fire — and you can choose the keys you want to use for these functions. This makes *BB* one of those nice games that you can play straight away — no need to read the cassette inlay about 15 times before you know which keys do what.

One thing I didn't like about the game was the graphic at the beginning of level one which you have to watch every time you play — I would have preferred to be able to short-circuit it somehow and get straight into the game. Still it is pretty, I must admit.

BB has five levels altogether — the Lander Phase described above, the Walker Phase in which you have to locate the crawler with the aid of audible signals, the Land Crawler Phase in which you negotiate Prolon in the six-speed Crawler, the Sea Crawler Phase takes you into the uncertain waters of Prolon and finally, for the really super-skilled, you find the besieged ship, enter it and see the commander's smiling face congratulating you.

Braxx Bluff should provide several hours challenging game-play on your Spectrum. The only reservation I have is about the lasting appeal. What incentive is there once the crew have been rescued?

• **Graphics**	8
• **Sound**	9
• **Value**	8
• **Playability**	8

4 BLACK KNIGHT

MACHINE: CBM 64/ joystick
SUPPLIER: Interdisc
PRICE: £9.95

Buckle on your swash and leap into the saddle with *Black Night*, the most dashing computer game hero to grace the screen of a Commodore.

Black Knight comes from the Australian company, Simulated Graphics, and features the best animated graphics yet for the 64.

You play the part of Black Knight, on a quest for gold and glory. There are several stages to his quest. First, he has to mount up and gallop across the countryside — avoiding chasms and potholes as he goes. There are lightning bolts and fireballs to dodge, too.

Then he has to leave his four-legged friend to jump over crumbling chasms, fight a giant serpent, armed only with his trusty blade, and battle with a nasty dwarf before getting the gold.

Black Knight is extremely playable — but difficult. You certainly won't master it in five minutes, but if you stick with it you'll find your time was well spent.

Programmer Kyle Hodgetts has set a new standard for 64 animation with this original game. It looks and sounds simple — but, believe me, it's a real challenge to beat! Watch out for the *Black Knight* when he rides into your computer store.

• **Graphics**	10
• **Sound**	9
• **Value**	9
• **Playability**	9

4



5 JET PAC

MACHINE: BBC B
SUPPLIER: Ultimate
PRICE: £7.95

Surprise, surprise. Ultimate has come up with another winner.

Ultimate's first release, *Jet Pac* for the Spectrum, was top of all the charts for months. Now the game has been converted for the Beeb and it's just as good.

Software houses are beginning to discover ways of making movement on the screen while a tape is loading, and Ultimate is no exception. There are some large snow-like blobs which rain down on the title screen while the rest of the game loads.

After a brilliant few bars of synthesised music, the game starts.

It's just the same as the Spectrum version. The idea is that you are chief test pilot of an interstellar space transport company and you are delivering spaceship kits around the galaxy. As you land on each planet, you must collect enough fuel pods to take off again. Any other treasures which happen to float past are yours for the taking.

The graphics are better on this version than on the Spectrum. The aliens and your character are multi-coloured which makes the game play look better.

Movement is faster in this version and it's not as easy to control your man. Maybe that's because I'm used to the Spectrum, though.

Sound effects are good and loud, but you can turn them off when the neighbours start to bang on the wall. Don't turn the sound off until you've heard the opening tune.

All in all, a good shoot up game for the BBC.

• **Graphics**	9
• **Sound**	9
• **Value**	9
• **Playability**	9

5



6 BEAR GEORGE

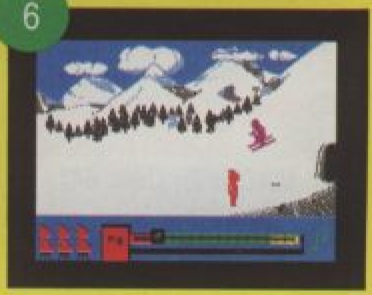
MACHINE: Spectrum
SUPPLIER: Cheetahsoft
PRICE: £6.95

If you go down to the woods today, you'd better gobble up a lot of apples. That's my advice if you decide to purchase Cheetahsoft's latest game — the *Perils of Bear George*.

The idea of the game is to stock up on food and then get George safely back to his cave where he can hibernate.

Getting to the cave is no easy task as George has to dodge the poisonous apples, loony skiers and bear-eating spiders.

6



If you get to George's cave, he will fall into a deep sleep and the months will start to pass, represented by pages peeling off a calendar — month after month.

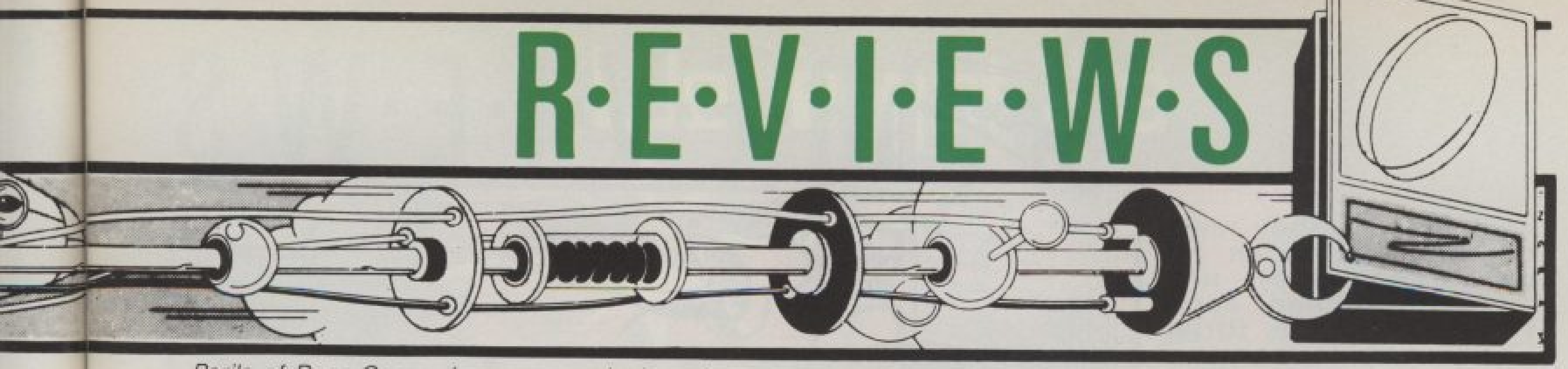
If you caught enough falling apples on screen one, George will survive the winter and wake up again in spring back in the woods where the cycle begins again.

I have to say that it is not that difficult to get George through the winter. After a bit of practice at apple catching, you should be able to catch enough food to see our hero through until the spring each and every time.

Perils of Bear George is one of the cutest games I have played for a long time. The animation is excellent and each screen has a nice jingle to accompany the action.

The children's song *Teddy Bears Picnic* accompanies screen one plus on screen three the music of *In the Hall of the Mountain King.*

R·E·V·I·E·W·S



Perils of Bear George is a great game to buy for your little sister or brother but its four screens are not really challenging enough for the seasoned Spectrum gamer.

• Graphics	9
• Sound	5
• Value	5
• Playability	6

7 ANT ATTACK

MACHINE: CBM 64
SUPPLIER: Quicksilva
PRICE: £7.95

Sequels to hit games aren't usually as good as the original, and this is not exception.

With the software explosion for the 64 now in full swing, this game isn't as stunning as it was when first launched for the Spectrum.

Ant Attack is set in an ancient city called Antescher. The only inhabitants are some very large ants that thrive on human flesh.

At the start of the game, you can choose whether you want to be a girl or boy. You then have to rescue 10 members of the opposite sex who have been captured and are hidden somewhere in the city.

Control is by joystick only and, as you guide your character through the ruined city, you realise the true 3D effects of the program.

The walls are beautifully drawn in three shades of grey to give the appearance of distance and texture.

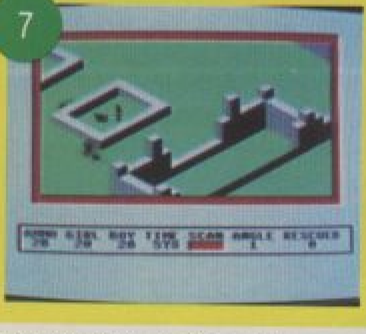
The ants move well and are very intelligent. You'll need to keep a finger on the ammo key to stay alive. Pressing one of the four function keys will redraw the scene from a different viewpoint which, because the game is in 3D, will often give you a clearer view. The graphics for the ants aren't as good as the Spectrum version, though.

Sound effects are limited, probably owing to lack of memory.

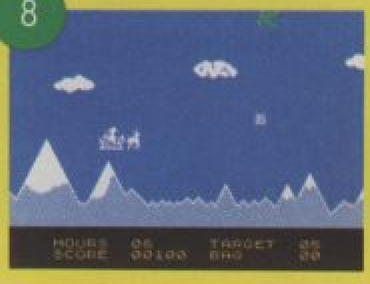
Ant Attack is an above average game for the 64. It offers fair competition to the disc-based games currently on their way over here from the good old U.S. of A.

• Graphics	9
• Sound	5
• Value	8
• Playability	8

7



8



8 SPECIAL DELIVERY

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Creative Sparks
PRICE: £6.95

Here's a game which you can play while listening to all those great Christmas song LPs you've got stashed away. You know the ones I mean — The Sex Pistols sing Bing Crosby's Greatest Hits or Phil Spector's Christmas Album, Volume 85!

It's a very simple game — Santa has overslept and has only five hours of Christmas Eve left to collect presents and deliver them. His Helpers are dropping the gifts from the sky to help him get around that much quicker — so Santa has to steer his sleigh under the falling presents and pick them up. Once he's got enough, he can start delivering and you move on to stage two of the game.

You must land on the roofs of the houses and climb down the chimneys, avoiding fireballs and falling snow.

Once at the bottom of the chimney, Santa must get to the tree and put his presents underneath it, avoiding sleep-walking children. Then he must find the key to the back door and creep quietly away.

Special Delivery is a game you'll get out and play each Christmas. It's fairly basic when it comes to playability — but none the worse for that. Graphics are pretty and sound adequate.

Special Delivery will make a novel stocking filler for your favourite computer gamer who still believes in Santa!

• Graphics	7
• Sound	6
• Value	7
• Playability	7

9 TAPPER

MACHINE: CBM 64 and Spectrum
SUPPLIER: US Gold
PRICE: £12.95 CBM disc, £9.95 cassette, £7.95 Spectrum cassette.

Regular readers of *C&VG* will need no introduction to the game *Tapper* which we reviewed exclusively in our June edition.

For those of you who don't get the UK's biggest and best computer games magazine each and every month, let me fill you in on the *Tapper* story so far.

The game started out in life as a Sega arcade game, was then converted for the 64 and is now available in the UK, courtesy of US Gold for the 64 and Spectrum.

Tapper is one of those fast and furious games that will have you on the edge of the seat.

You play the part of a hard-pressed barman in a Wild West saloon bar. Those cowboys are pretty darned thirsty and if your pint pulling can't match the speed of their drinking, they are likely to pull you over the bar and send you flying.

If that doesn't sound difficult enough for you then you will be pleased to learn that you do not have just one bar to tend but four.

If you successfully sling four beers at your first four customers, forcing them out through the swing doors, then you can progress to screen two. This time you have two cowboys at each bar, then three and so on.

During their drinking session, some of the cowboys get peckish and tuck into a meal, making more work for you as you have to clear away the dirty dishes.

If you manage to clear away the food plates, two dancing girls appear on stage and do a can-can for you as a reward.

Points are earned every time you successfully repel a cowboy by slinging a glass of beer along the bar at him.

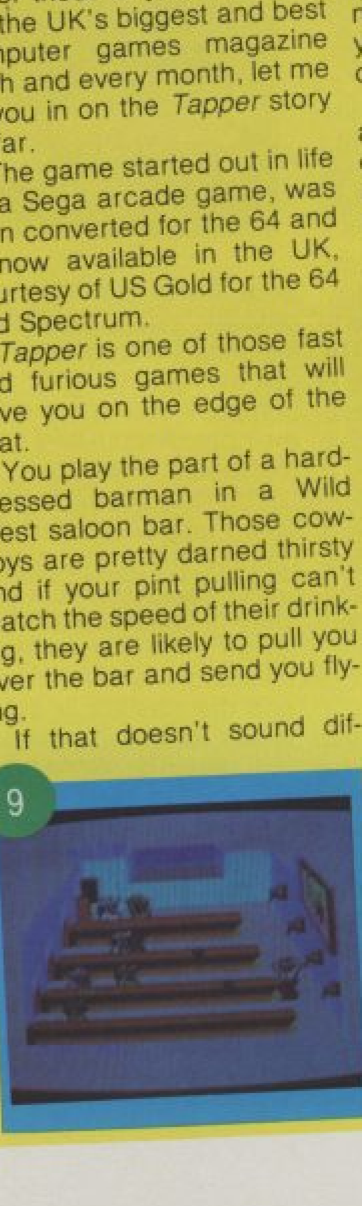
But be warned — if you should drop a glass, the game will end and you will have to start all over again.

The sort of panic induced by *Tapper* when a cowboy is almost at the end of one of the bars and you are three bars away is a little bit similar to the nail-biting excitement produced by *Chinese Juggler* from Ocean.

This similarity aside, *Tapper* really is quite unlike anything that has ever been tried before.

I played the Commodore 64 version and found it fast, with excellent cartoon-style graphics and nice jingles.

9



• Graphics	9
• Sound	9
• Value	9
• Playability	10



Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged?

10 STRANGELOOP

MACHINE: Spectrum
SUPPLIER: Virgin
PRICE: £5.95

Virgin are taking a whole new look at their range of games — and coming up with some interesting new titles for Christmas. One of these is *Strangeloop* — a *Jet Set Willy*-ish ramble through a maze of rooms filled with deadly hazards. And it's great fun!

Here's what you have to do. Your mission, little space-person, is to regain control of a robot factory situated on the edge of a far distant solar system.

The factory has been invaded by a powerful alien force which is re-programming the robots as they come off the production line.

Instead of being nice quiet metal-beings who only want to help the human race, the robots are being turned into fierce killers, out to destroy anything that looks vaguely humanoid.

No maps of the factory exist — not even in the latest copy of *C&VG!* So you have to warp into the unknown. The environment of the factory is extremely hostile — unless you are an indestructible robot that is.

There's no oxygen, zero gravity, soaring temperatures and nasty sharp bits of industrial waste zapping around. There are 240 rooms between you and the control room — which you must reach if your mission is to be successful.

All you have between you and disaster is a very old space suit — government cuts you see, no new ones available — and a laser gun.

During your journey through the factory, you'll come across an old abandoned jet cycle that is great for whizzing around — but it does use up a lot of fuel. You have to keep topping up at the various fuel dumps you'll find dotted about the factory.

With all that sharp stuff flying about, your suit is bound to get punctured — you do have some patches to plug the leaks but these soon run out and you'll need to pick up spare patches as you go around the factory. You can top up on oxygen too as bottles are to be found in various rooms.

As in an Adventure, there are various objects to collect and use along the way — essential in your quest to stop the aliens.

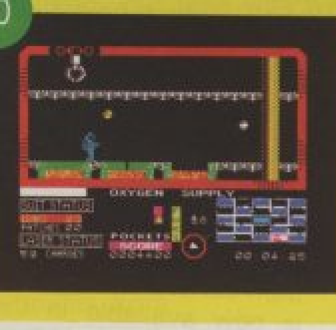
The screen layout shows the room you are currently in. At the bottom of the screen is a readout showing the status of your suit — how many leaks and patches, plus your laser status, and what you've got in your pockets, for instance things you've picked up along the way, plus a compass showing the way to the control room and a map of the rooms around you.

Game control is by keyboard only — but this doesn't detract from the playability. Graphics are certainly not state of the art but pretty good for all that. The animation of the spaceman and his jet bike and the nasties is great and flicker free.

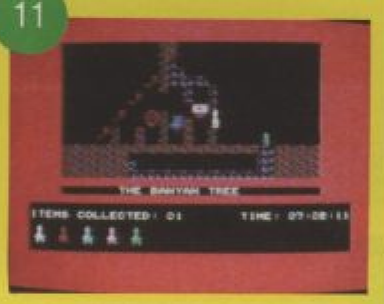
I found *Strangeloop* amusing to play. It certainly has that all important lasting appeal and, with a game SAVE facility, you don't have to sit up all night to beat it!

• Graphics	7
• Sound	6
• Value	8
• Playability	8

10



11



11 JET SET WILLY

MACHINE: CBM 64
SUPPLIER: Software Projects
PRICE: £6.95

After the usual false starts, broken promises and delays, the review copy of *Jet Set Willy* for the Commodore 64 finally arrived at the *C&VG* offices.

Someone said "It's here" and a brawl immediately broke out on the review office floor. After a struggle, I managed to wrestle the cassette away from the Editor who was attempting to pull rank and write the review himself. Bit keen on *Jet Set Willy* — the *C&VG* review team.

I didn't have to play the game for very long to realise that it was worth the fight.

It's all here — the Nightmare Room, Banyan Tree, Chapel, Kitchen, Nomen Luni, Bathroom — even Maria, tapping her foot and pointing her finger in Willy's bedroom.

As far as I could see, the game is virtually identical to the original Spectrum game.

If that means nothing to you, let me give you a brief *Miner Willy* history. It all began in Surbiton where Willy stumbled down a mine shaft full of several items. Twenty screens, and several collected items later, Willy became a very rich miner. The profits from his Surrey strike were invested in a huge mansion where our hero took to throwing lavish parties for his nouveau riche friends.

After one such party, Willy's bossy housekeeper refuses to let him get to bed until he has cleared up all the empty bottles and glasses from around the house.

This is where *Jet Set Willy* begins and it is your job to guide Willy around the house collecting all the empties.

If you enjoyed *Manic Miner* on the 64, you will enjoy this too. I rate the game higher than *Manic Miner* and it is certainly in the Top Five best ever games for the 64.

One extra nice touch in this game worthy of mention is that a scrolling message appears on screen at the beginning of the game pointing out that it is illegal to copy games and that if you do so you are stealing from the people who spend months programming them. Well said, Software Projects.

• Graphics	7
• Sound	8
• Value	9
• Playability	9

12 STAGECOACH

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Creative Sparks
PRICE: £6.95

Howdy partners! My name is Kidd Rivers, the toughest cowboy in Micro County. I enjoy rescuring runaway stagecoaches — which is just as well as it seems to happen a lot around these parts. Me and my trusty steed, Spectrum, are just about to leave town looking for another stagecoach right now. Want to tag along?

If you decide to join Kidd on his rescue mission, your're in for a rough ride. First he has to find the stagecoach, galloping at full tilt over rough country. He has to avoid spiky cactus and rocks among other obstacles. If Kidd falls off his trusty steed the program provides an amusing scene.

Kidd's horse dashes off to

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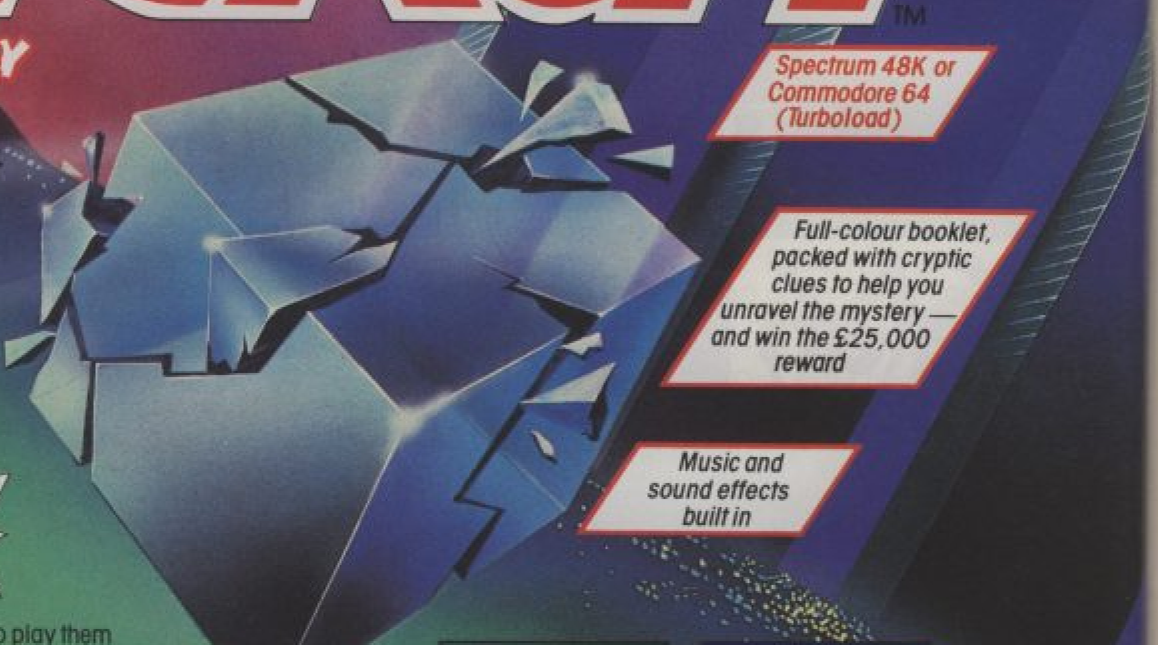
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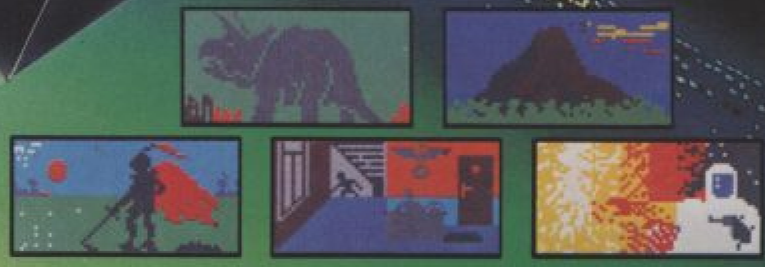
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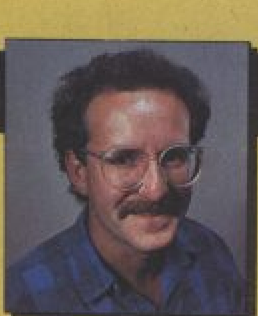


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R·E·V·I·E·W·S

Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room. The *C&VG* review team don't judge games with their ears plugged up, we can tell you!

the side of the screen. Kidd limps after it, catches it and remounts before continuing the chase.

Meanwhile the stage is still rumbling around the range without a driver — and shedding passengers at every turn. If all six passengers fall out before Kidd reaches the stage and jumps on, the game is all over before it's really got going.

Finding the stage and manouevring Kidd behind it is fairly easy — but then comes the jump, which is a bit risky.

Once on the stage safely, Kidd dashes for the reins and brings the runaway horses under control. He then has to pick up six more passengers who are waiting for a lift into town.

Once he's done this — a few would-be passengers will get trampled in the process, I'm afraid, it's off into the mountains where more hazards await our intrepid hero.

Kidd has to drive the coach through dangerous mountain passes which are prone to landslides that send rocks hurtling down at the coach. Little arrows appear to show you which trails are clear. There is a time limit on this part of the game and a count-down timer appears on screen.

If you keep getting hit by rocks or running into the mountains, your stage sustains damage.

Use up all your damage point and the game ends right there and then. On your way through the mountains, you'll see gold and ammunition boxes appearing on the road. Steer your stage over them and you pick them up.

If you get lost, you can call up a map of the mountains. The game is frozen until you go back to the action.

Survive the mountains and you're faced with a nasty bunch of Red Indian raiders out for your scalp. You have to fight off the Indian attack by climing onto the roof of the stage and blasting away with your Colt 45.

Indians will attempt to climb onto the stage and capture the passengers — if you lose them all to the rampaging redskins, then the game ends with you losing your scalp. Nasty!

If you fight off the Indians, you'll live to see the stage come safely home to San Pedro

Stagecoach is an entertaining and original game. However the graphics are a bit crude — the Spectrum is capable of better — but this doesn't really detract from the game's playability which is considerable. It will take some time to master and there are several skill levels to beat.

As I've already mentioned, the falling off the horse routine is nicely done, as are the rampaging Indians. However, I felt the limitations of the graphics showed up most in the mountain sequence. Hit a rockfall and half the stage graphics get wiped away, chequerboard fashion.

Overall, *Stagecoach* is well put together with a comprehensive menu at the start of the game which, among other things, allows the player to redefine the keyboard controls.

At the end of each game you also see a comprehensive scorechart which tells you how well you've done in various parts of the game.

• Graphics	7
• Sound	5
• Value	7
• Playability	8

12



13



13 ANCIPITAL

MACHINE: CBM 64/ joystick
SUPPLIER: Llamasoft
PRICE: £7.50

What could be better than playing *Revenge of the Mutant Camels* while listening to very loud music in a darkened room? Playing *Ancipital* while listening to very loud music in a darkened room — that's what.

I've just emerged blinking into the sunlight after a prolonged session with *Ancipital* — the latest game from computer gaming's answer to Neil from the *Young Ones,* Jeff Minter.

Jeff has come up with a real winner this time. Anyone who was a bit disappointed with *Sheep in Space* will be glad to hear that Jeff is back on form with *Ancipital.*

Well, what is an Ancipital? It's a half man, half-goat creature which you may have seen scuttling about the screen in *"Sheep".* The Ancipitals have joined forces with us humans to help fight the Zzyaxians — an evil bunch responsible for everything nasty that happens in Minter's cosmology.

You have to help the Ancipital warriors break into a Zzyaxian weapons base armed only with an extremely sketchy map and destroy all the deadly things you find inside.

Once in the base, you'll find that you must open up exits in the walls surrounding each room. You do this by blasting the things you'll find inhabiting the room — more odd creations from Minter's fertile imagination. We won't spoil the fun by letting you know what they are. It'll take some time for you to work out the best ways to open the exits — which is half the fun of the game.

To get into some rooms, blasting is absolutely no good. You have to help your furry Ancipital find the camel keys in order to reach these rooms.

There are also magic goats scattered about which, if collected, give your Ancipital extra added power. Collect five and he can jump up and down on walls to damage them.

The game also features a development of Jeff's ingenious gravity system first seen in *"Sheep".* Mastering the four-way gravity found inside the Zzyaxian base is quite difficult — but follow the comprehensive instructions found inside the cassette and you should soon have the Ancipital leaping about like a mountain goat.

You'll have to master the jump-turn — a Torville and Dean type manoeuvre — in order to bounce around inside the rooms without fear of damaging your furry friend.

The graphics are great — well up to Jeff's usual high but quirky standard. The sound is terrific. Jeff has included what he calls a "Phil Collins module" so that every room has its own drum rhythm. Firing sounds in each room are different, too.

Overall *Ancipital* is a game any self respecting Commodore owner should immediately go out and grab off the shelves — it will keep you intrigued for months. It is well documented — you couldn't really ask for more from a set of instructions — and extremely well presented.

Ancipital sees the Shaggy One back on form.

• Graphics	10
• Sound	9
• Value	9
• Playability	10



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R·E·V·I·E·W·S



MOSCOW

MACHINE: CBM 64
SUPPLIER: US Gold
PRICE: £9.95

Beach-head, one of the best selling games of the year, eclipsed only by Software Project's *Jet Set Willy*, now has a sequel to thrill war game fanatics.

Raid Over Moscow is the follow up to Bruce Carver's excellent *Beach-head*, which won the award for the best graphics and sound on a computer game in a poll of readers by the American magazine, *Billboard*.

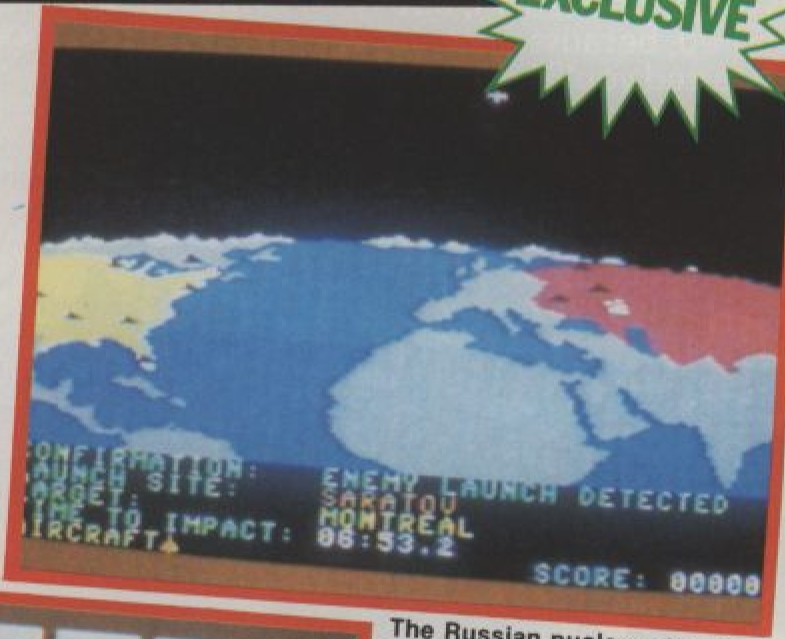
Raid Over Moscow, unlike *Beach-head*, places you in the cockpit of the world's fastest fighter bomber. As the squadron leader, you must lead your men on a bombing raid over the main industrial centres of the Soviet Union, in an attempt to knock out the computer installations which are at this moment guiding missiles over the north Atlantic to targets in North America.

The first part of the game takes place in a space station orbiting earth. Russia has launched a series of nuclear strikes. You and your men are all that stands between the destruction of every major city in Canada and the USA. You must guide your ship out of the landing bay and fly it through space towards the Soviet capital.

The view then switches to one of the ground. You must fly your air craft very low to avoid being detected by the Russian radar network. Jet planes, patrolling tanks and stationary guns all take a pot shot at your plane.

Buildings, huge columns and walls must be negotiated during the mission. Staying as close to the ground as possible is absolutely necessary as enemy fighter planes come rushing up behind, giving you only seconds to react. Flying low also makes you a much better target for the roaming tanks.

Each successive screen takes you closer to your ultimate target, the centre of Moscow and the Kremlin.



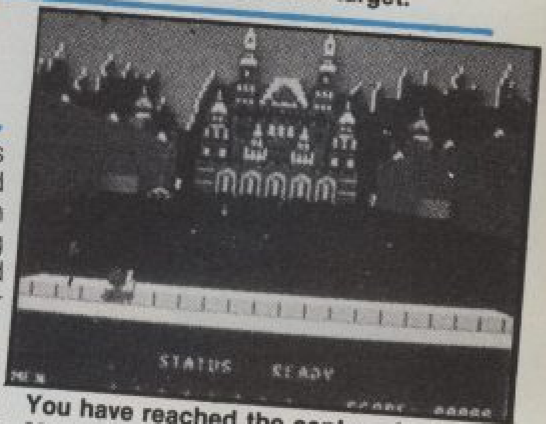
The Russian nuclear attack flies across the Atlantic.



The space station, the first phase of the game, tests all your skills of co-ordination.



Tanks, enemy planes and stationery guns block your way to the target.



You have reached the centre of Moscow and the Kremlin.

Raid Over Moscow scores highly on graphics and playability. The game is much more difficult and challenging to play than *Beach-head*, and will certainly take a lot longer to master.

The game at the beginning is certainly difficult, and in my opinion, far too difficult for you to really enjoy the game without a hell of a lot of practise.

Once you have finally mastered the game there are another four levels for you to beat. On the highest level, I couldn't even get out the space station with five lives.

Will Raid Over Moscow be a big hit this Christmas?

I don't think, there's any doubt about that.

• Graphics	8
• Sound	9
• Value	9
• Playability	8

EDITOR'S COMMENT

There's no doubt that Raid Over Moscow is an extremely slick games program. It's very playable, the graphics and sound are of the highest quality and the packaging rivals anything on the market. However, no amount of slick production can disguise the fact that the basic philosophy behind the game is — to say the least — questionable.

Maybe we're being hypocritical by criticising this aspect of the game when many games we review feature alien blasting and other forms of destruction. But nuclear war is not a subject for fantasy.

Perhaps we're being too sensitive — take a look at the game and the packaging and let us know what YOU think. Write to Computer and Video Games, Raid Over Moscow, Priory Court, 30-32 Farringdon Lane, London EC1.


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Five outstanding games in one package – Blagger, Eagle Empire, Panic Planet, Killer Watt and Bugblaster. Hits you may have seen or heard about, but could never afford, now available in a 1984 bonanza offer.
Rocket Roger
Walk, run, jump and even jet thrust your way round this single, continuously scrolling screen drama as rocket propelled Roger mines crystal fuel for his stranded mother ship, fighting off hordes of marauding nasties on the way, watching out for sizzling security laser beams, sliding doors and invisible force fields.
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Skilfully manoeuvre the six track railway, dodging aerial bombardment from planes and airships, avoiding fatal collision with the oncoming handcarts, aided only by your lethal smoke and steam and a unique split screen feature giving immediate action viewing with a master plan image of the danger to come.
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C&VG TOP TEN GAMES OF THE YEAR

With 1984 drawing to a close without too much evidence of Big Brother forcing us to use our computers for boring serious applications, it's time to take stock of some of the best games of the year.

The real games of the year will be the ones that you, and all the other *C&VG* readers vote for, in the Golden Joystick Awards — the gamers' awards — which will be presented in London in January.

In order to start your thinking about your choices, we asked NOP — the compilers of the *C&VG* top twenty to tell us what were the best sellers of '84.

From the list they gave us, the *C&VG* review team picked out the games that they liked best which were launched this year.

Here are our choices. Now tell us your favourites. Fill in the Golden Joystick Awards form below and send off to *C&VG*, Gold Joystick Awards, Prioty Court, 30-32 Farringdon Lane, London EC1R 3AU.

1 JET SET WILLY

Top selling game of 1984 is the cutest climbing game of them all — *Jet Set Willy.*

The game is the sequel to one of 1983's top games — *Manic Miner.* It was always going to be a big hit but the game completely dominated the *C&VG*/Daily Mirror Top Thirty for most of this year.

Only two games have ousted *Willy* from his number one spot throughout the year and now, with the game also available on the Commodore 64, there seems to be no stopping the Liverpudlian miner.

For those of you who've not seen the game, it's well worth putting on your Christmas list.

2 BEACH HEAD

Beach-head is the most successful of the invasion of American software that has flooded into the UK this year.

The game drew gasps of admiration from games programmers and businessmen when it was first shown to the trade at the Leisure Electronics Show last January.

Then, when US Gold put the game out on cassette at £8.95, the games players purchased Beach-head into the Top Ten games chart.

The game features four different scenes. By far the best of these is the sea scene.

3 FIGHTER PILOT

Digital Integration stormed their way into the big league of software houses with two hit games in Spring '84 — *Night Gunner* and *Fighter Pilot.*

Of the two games, *Fighter Pilot* was marginally more successful. It's a flight simulation with a strong flavour of World War II.

As well as keeping an eye on all normal flight controls, the player also has to deal with bandits screaming in from above and below.

Digital Integration are converting their Spectrum games for the Commodore 64.

4 SABRE WULF

Ultimate launched their sole Spectrum game of 1984 in May and saw it zoom up the charts to the number one spot.

Sabre Wulf is the latest in a series of Spectrum hits from Ultimate who are Britain's undisputed number one in the market for arcade-style games.

Critics said that *Sabre Wulf* was no more than a copy of Ultimate's previous game — *Atic Atac* — and that the programmers had merely changed the backgground, swapping a haunted house for a jungle.

5 SOCCER

Commodore's *International Soccer* is the best sports simulation ever written for any home computer.

Soccer finally found its way into the shops and well worth the wait it was, too — a cartridge game at just £9.95 with stunning graphics and excellent game play.

The running animation of the footballers, movement of the ball and accurate shadows make the game a delight to watch as well as play.

6 LORDS OF MIDNIGHT

Who are the Lords of Midnight? That was the question on every gamer's lips in the weeks leading up to the launch of Beyond's first "epic" game.

Beyond describe *Midnight* as an "epic" as it does not fit into either the Adventure or strategy category — but lies somewhere between the two.

There is also a strong element of war gaming in *Midnight* as you seek to unite the forces of the Free against the evil Doomdark.

7 OLYMPIC GAMES

The Olympic Games shook up the games business this summer with no less than a dozen athletics games seeking to capitalise on the Olympics.

Most successful of the Games games was Daley Thompson's *Decathlon* which produced a number one smash hit for Ocean.

Almost all of these games — and Daley's is no exception — are copies of the Konami arcade game in which the player has to shake the joystick furiously to make his little man run and jump.

8 TRASHMAN

Trashman is a total original in computer games — the only dustbin simulation available for the Spectrum and 64.

You have to collect the bins, empty their contents into the dustcart that is scrolling slowly up screen and bring the bins back again.

But if you think that sound easy, you haven't reckoned on mad dogs, lunatic drivers, kamikaze cyclists, pubs, cafes, and tricky grass verges.

For sheer fun, you can't beat *Trashman.*

9 HUNCHBACK

Hunchback for the Sinclair Spectrum was Ocean's first big hit — the first of many top selling games that the Manchester software house were to launch in 1984.

Supported by a TV advertising campaign, the Spectrum and 64 versions of this popular arcade game stayed in the Daily Mirror chart for several months.

You are the tragic Quasimodo who seeks to rescue his beloved Esmerelda. The guards in Notre Dame have different plans for our hero and it's down to you to see that he escapes their arrows.

10 SHERLOCK

Another of this year's instant success stories is *Sherlock* from Melbourne House.

Like *Jet Set Willy* the game couldn't fail. Programmed by Philip Mitchell of *Hobbit*, *Penetrator* and *Mugsy* fame, *Sherlock* was billed as Melbourne's biggest thing since *Hobbit.*

Sherlock is one of the new breed of interactive Adventure games — not just a set of fixed puzzles with one solution. *Sherlock* has semi-intelligent characters who react to your moves, it has several possible conclusions and can be different every time you play.



Value: Is the game really worth all those pennies? How long will its attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?

TRASHMAN

MACHINE: Spectrum
SUPPLIER: New Generation Software
PRICE: £6.95

After cleaning up the streets of London in the first *Trashman* game, our hero now sets out on a much more ambitious project to clean up the entire world in the sequel to New Generation's hit of the year — *Travels With Trashman.*

At the beginning of the game, you are given a certain amount of fare money. A map of the world shows all the cities that *Trashman* can travel to, providing he has enough cash to do so.

The Paris job involves catching all the frogs that have been let loose by a made chef at a café in the Champs Elysées. No easy job this as our hero must also avoid bumping into the waitresses and losing points.

Other possible starting points are Germany where Trashman is offered the job of collecting the empties at the Munich Beer Festival. Trashman does not have to accept the first job offer he gets. He can fly onto another destination — providing of course he has enough of the folding stuff to pay for his airline ticket.

The most dangerous of his early jobs, and one of the best screens in the game, is the Spanish job where Trashman has to collect up all the roses thrown into a bullring during a bullfight — the bull would prefer them to stay there.

There are ten desintations in the game altogether and it will take a good deal of practice to visit them all.

Comparisons with *Trashman I* are inevitable if a little pointless as the game is really quite different. However, *Travels With Trashman* is slightly more difficult to get into than the first game.

Personally I prefer *Trashman I*, but it is no poor reflection on *Travels With Trashman* that this is the case. After all, there have been very few games launched this year that are in the same league as *Trashman* for graphics and gameplay. If you liked *Trashman I*, you won't be disappointed with the sequel.

• Graphics	8
• Sound	6
• Value	8
• Playability	8

HARERAISER

MACHINE: 48k Spectrum
SUPPLIER: Haresoft Ltd.
PRICE: £8.95

Hareraiser is not so much a game as a puzzle. It comes in two parts: *Prelude* is available now and *Finale* is yet to be released.

The "player" has the four cursor keys at his disposal, allowing him to move around the countryside in search of clues to discover the Hare's whereabouts. These are displayed as short lines of text on a graphics background of a field. Sometimes the hare comes loping in to the accompaniment of music before divulging his clue, sometimes he doesn't. Is that a clue?

The object of all this is to be the first person to solve the puzzle. If that happens to be you, then you write in to Haresoft with the Hare's location, plus an explanation of how you arrived at the answer, together with the two tapes and a letter quoting your personal numbers. You could win the Golden Hare itself, or choose to take £30,000 in cash instead.

To be eligible to enter, you must first have registered the purchase of each part, by returning a card on which is printed your unique personal number.

That's the task — how will you shape up to it? All you need is pencil, paper, your eyes, patience and an inquiring mind, says the inlay. Pencil and paper certainly seemed to be useful, for the information observed is easily recorded. In fact, I could see little reason why this puzzle should be published as software.

To be honest, I wouldn't buy it unless I fancied my chances for the £30,000 (sod the Golden Hare — I'll take the cash!) But hang about! That's a huge pile of readies to be giving away. Where will it all come from? Suppose £1 per game is put into the kitty — that's one helluva lot of copies to hope to sell for a puzzle that isn't even a game!

Could it be that we have to wait for sales to reach a predetermined level before we see any sign of *The Finale?*

• Graphics	5
• Sound	10
• Value (if you win)	12
(if you don't)	2
• Playability	7

EUREKA!

MACHINE: CBM 64
Spectrum 48k
SUPPLIER: Domark Ltd.
PRICE: £14.95 on cassette
£16.45 on CBM disc.

Five epic Adventure games, each preluded by an arcade game, offered in the *Eureka!* package, together with a booklet. The Adventures can be played independently, but are linked and clues lead you from Adventure, to book, and back, in search of a mystery phone number. The first person to discover that will save the world from destruction and win £25,000 in cash as a bonus!

The Adventures are set throughout the ages. Starting off in Prehistoric Age, you progress through Ancient Rome, Celtic Britain and Wartime Germany to the Modern Caribbean. A talisman was discovered on the Moon, and under analysis, split. Five fragments disappeared, but have been traced to the places and times in which the Adventures are set. Your job is to find and return them, for if the talisman is not reconstituted, the moon is destined to explode, taking Earth with it!

Disregarding the prize, how do the games play?

First, the music and sound effects are spectacular! The Commodore uses the TV's loudspeaker and the bursts of music can only be described as triumphal!

Second, there are graphics and they are created in a most innovative way. There are "wide screen" pictures at some locations and smaller "cameos" at others.

Each Adventure has its own plot which when solved will lead you to a piece of the talisman. A single review could not do justice to this vast game and I can't attempt here to describe the other module I have tried, Celtic Britain, except to say that it follows the same style.

With or without the prize, this package has got to be terrific value.

• Graphics	9
• Sound	10
• Value	10
• Playability	8

14 MELTDOWN

MACHINE: CBM 64
SUPPLIER: Creative Sparks
PRICE: £7.95

If you don't want to start glowing in the dark, then you'd better act quickly if you get your hands on a copy of *Countdown to Meltdown.*

An explosion has devastated a nuclear power plant and radiation is leaking out in vast quantities. The core is rapidly heating up and there could be a gigantic nuclear explosion — unless you can prevent it.

You control a team of eight android commandos who are the only beings tough enough to make it to the core.

You have to guide your team down through the many levels of the installation, find the core and prevent the explosion.

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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?



Countdown follows the current trend towards graphic Adventure/strategy games. You have to solve a lot of problems, gather your commando force and equip them and then go after the core.

You monitor the androids' progress through "video cameras" — your computer screen. You can switch between "north" and "south" cameras to give different perspectives of the rooms you are exploring.

You can also switch androids throughout the game. Each one of the eight has different characteristics which are established at the beginning of each game. Some are technical wizards, while others are pure fighters with little scientific knowledge.


14

The screen display shows your android and the room he is in. Below you'll see a complex series of read-outs relating to the status of your android and the condition of the installation's core.

You must select the android most suited to the specific task and get him to the right location.

You must reach the core and cool it down before it exceeds 10,000 degrees centigrade. If you don't, then even an android can melt!

Countdown is a complex and challenging game — definitely not for those of you who simply want to blast things.

The graphics are impressive — particularly the neat sliding doors between rooms which the androids have to activate. There are 2,000 rooms spread over eight levels — each with a different challenge.

The game comes with necessarily detailed instructions which you'll need to read before getting into the game. You won't learn to get the best out of *Countdown* in ten minutes — but it's well worth the effort.

• Graphics	8
• Sound	7
• Value	8
• Playability	9

15 SINBAD

MACHINE: BBC
SUPPLIER: Virgin
PRICE: £7.95

And I thought Virgin's latest batch of games were supposed to be better than the last lot.

Virgin are currently having a clear out to get rid of their old games at £2.99. This latest release should be included in the price cutting, if you ask me.

As usual, Virgin includes a few words about the author of the game on the cassette inlay. Dennis Ibbotson, who wrote *Sinbad*, is 35 and only started computing last year when his mother bought him a computer!

Dennis dislikes arcades and hates all computer magazines. Well, Dennis, we don't think much of you either. Perhaps if you read some magazines and played a few more games you'd know what people look for in a good game.


15

When you start the game, there are a few space invader type monsters moving round the screen, accompanied by the slowest piece of music you'll ever hear.

There's a magic carpet floating around, too and, as Sinbad, you have to hop on to it and climb up its rope ladder to touch an alien. As you touch one, it changes colour. But touch an already changed one and you get knocked off the carpet.

Once you've managed to change all the aliens' colours, you move to screen two. Here, you have to pilot Sinbad on his carpet through space, avoiding the asteroids and other original things like that. This second stage is timed to last as long as it took you to clear screen one.

One of the dullest games I've seen for the Beeb.

• Graphics	5
• Sound	5
• Value	3
• Playability	4

16 AMERICAN FOOTBALL

MACHINE: Spectrum
SUPPLIER: Argus Press Software
PRICE: £9.99

24! 32! 48! Hut! Hut Hut! Incredible isn't it — people actually talk like that!

If you are a fan of that bonecrunching spectacle Americans call football which draws massive audiences to Channel 4 at teatime on Sundays, you're going to love this computerised version.

Argus Software has come up with the first really worthwhile version of the game that has become increasingly popular in the UK over the past three years.

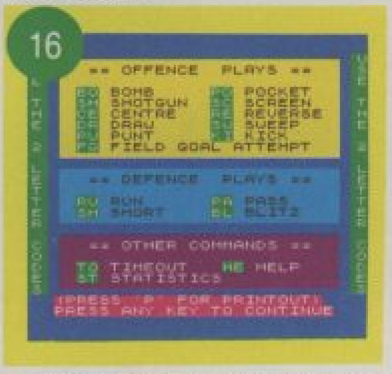
You can either take on the computer or play a human opponent in this game of strategy and muscle. Strategy is the right word here as you have to mastermind your team's march to victory by utilising various tactics presented to you by the program.

The instructions — on screen and in the comprehensive instruction manual — list a series of "plays" you can use when on the offence or when defending. You key these "plays" by using simple two key instructions — and the computer works out the outcome.

The attacking team aims to score a touchdown by utilising the various plays and strategies available, while the defending team aims to stop them.

The computer acts as the referee and throws in penalties from time to time in a somewhat arbitary manner. This is one of the annoying features of an otherwise well executed program. Just like the real live players, you get really annoyed when a penalty decision comes up!

At half time and at the end of the game you get a statistics readout — how many yards your quarterback ran in the game, how many interceptions were made and so on. The program allows you to get a print-out of the result and the stat-sheet. Another nice touch.



16

The game comes with an informative booklet — well worth the money on its own as it actually helps you understand what you see on telly too! Ken Thomas, editor of *Touchdown* magazine, the official NFL publication in this country, has written an interesting, easy-to-understand guide to the game and a list of all the jargon used. Great stuff — and even a five-foot weakling can play it without fear of terminal damage! A Commodore 64 version should be available soon.

• Graphics	8
• Sound	5
• Value	9
• Playability	9



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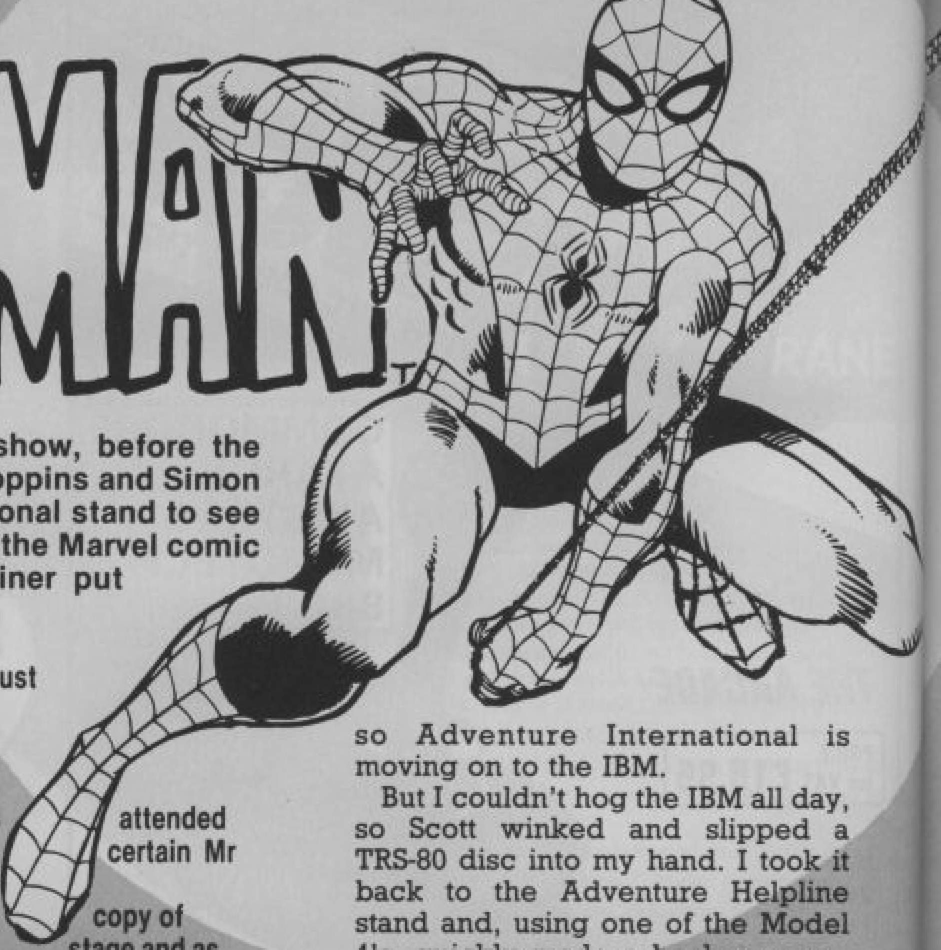
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SPIDER-MAN



One morning at the Personal Computer World show, before the crowds arrived, Keith's trusty apprentices, Paul Coppins and Simon Marsh, wandered along to the Adventure International stand to see the new Scott Adams game, based on Spiderman, the Marvel comic hero. Here, Simon relates how the Chief Examiner put *C&VG*'s Adventure team to the test . . .

"Please Scott, please, please, please! Just one small clue — just one!" I grovelled!

"Now come on, Simon, you know I never give out clues!" said the man who put Adventure into adventure games.

You have no doubt gathered by now that the PCW Show was attended not only by *C&VG*'s Adventure Helpline team, but also a certain Mr S Adams, of Longwood, Florida, USA.

This certain Mr Adams just happened to have with him a copy of *Questprobe 2 — Spiderman*. As the game was still in its testing stage and as there were possibly a few bugs still lurking around, Scott asked Paul and myself if we would test it for him. Silly question!

Throughout the time we played, Scott stood behind us and was busy scribbling notes about our efforts. On many occasions, he laughed aloud at our feeble attempts to crack the early parts of the game, but as time went on, seemed very pleased with our progress.

But it was hard not to ask for help with the great man himself watching over us. "Scott, if I put Doc Connors over there, will he wake up?" I asked.

"Well, just play the game. After all, that's what it's there for!" Scott replied, with a smile on his face that made me feel even mre desperate for the answer.

While I was quizzing the Chief Examiner, Paul was getting down to the serious business of solving the game, and very well he was doing, too! Suddenly Scott's face lit up as Paul got the first gem — apparently he had done it in less time than anyone else before, including Mike Woodroffe of Adventure International UK!

Later, a certain chemical equation cropped up, and Scott seemed very happy when I was able to solve its meaning, for he now knew for certain that this part of the game was possible for people with no specialist knowledge of the subject.

Adventurers everywhere will be pleased to know that the *C&VG* team, may just be responsible for making Scott's latest game just that bit harder!

Meanwhile *C&VG*'s own superhero, Keith Campbell had slipped into his alter-ego Adventureman costume to join Spiderman on a quest to beat Scott Adams at his own game . . .

MY SPIDER SENSES TINGLE!

An IBM PC confronted me and wondering how I could persuade my Editor to buy me one, I started in on *Questprobe 2*.

Yes, it was a Scott Adams game, all right — I could tell that from the fact I was getting nowhere fast. But it had a very different feel to it. There I was attempting to overcome a very nasty looking creature indeed, and trying to use many words when my instinct said two.

The creature in question was Hydroman, who was graphically depicted in some lurid detail, guarding an aquarium containing a gem. Getting hold of the gem turned out to be a very solid problem.

To my horror, the Chief Examiner offered me a choice of Atari or IBM PC versions. Well, I wanted to play this game quietly at home — a home devoid of those computers!

"How about a TRS-80 version?" I asked nervously, "After all, that's what you develop the games on, don't you?" I added, determined not to let Atari-owner Paul be the only one to get a copy!

"Yes, but this will probably be the last. We're switching to the IBM for development — you really ought to get one, they're very good machines!"

Because Spiderman has a full-sentence interpreter, it will just not fit into the standard 16k TRS-80, and so Adventure International is moving on to the IBM.

But I couldn't hog the IBM all day, so Scott winked and slipped a TRS-80 disc into my hand. I took it back to the Adventure Helpline stand and, using one of the Model 4's, quickly made a backup copy. When I returned the original, Scott warned: "You only have the two-word output version there!" As if I cared! I had the game, didn't I?!

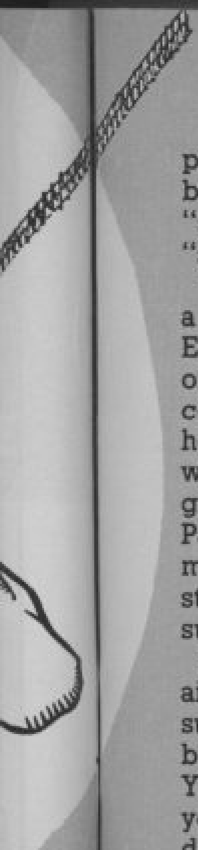
Walking around in a skyscraper office block may sound like a rather mundane scenario for an Adventure game, but for a spider, the perspective can be completely different! So later on, back home, it was up the hallway for me, and into other rooms.

A voice screamed "Ouch!" and I found myself confronted by Sandman. Treading carefully, I wandered around and met up with Doc Connors in drag, and a host of other Marvel characters. Most concealed a gem, and, when spoken to, were rather challenging about my ability to divest them of it! All except Ringmaster, that is, for he reckoned himself to be a piece of cake to overcome. He, of course, turned out to be one of the more difficult problems!

In the middle of all this was the central challenge — one Bio-gem. It will come as no surprise to *Hulk* players to hear that it was in the company of a Matter Energy Egg. Yes — you know what that means, don't you? BANG — no gem!

Spiderman is a very different game to its *Questprobe* predecessor, *Hulk*. It has a less surrealistic setting, which better conveys the atmosphere of the Marvel comic stories. Mind you, this particular skyscraper has some very peculiar features, and is not exactly straightforward to get around!

In *Spiderman*, as I've already mentioned, you can type in whole sentences as commands. This feature has been lacking in Scott's



previous games, a fact seized upon by some critics besotted by a "state-of-the-art" mentality. Well, "state of the art" they now have!

When I played *Spiderman* I was at a severe disadvantage. The Chief Examiner had lent us his only copy of the proofs of the *Questprobe 2* comic to browse for a couple of hours, but getting it away from Paul was more difficult than coming to grips with Mysterio! According to Paul, solving *Spiderman* could be much easier if you had read the storyline in the comic that is supplied with the game.

Now, imagine YOU are stuck in an air-conditioning system, and feeling suicidal about it. Sounds unlikely, but you know the feeling don't you? You know there is an answer, and you slowly go mad, trying to deduce it. You eventually take the last resort — the *C&VG* Adventure Helpline.

But was there to be an answer for me? Here I was with a game not yet fully tested, let alone on the market! This could be lobotomy time coming up, so I rang Paul. He'd done it, of course! His solution had meshed with the problem — no more RPMS for HIS fan! The mesh was only hitting my fan metaphorically — or at least it would be if I didn't turn in my review by the deadline! Paul's method didn't work on my computer. Had I an incomplete version? Had Scott purposely flown early from London, chuckling throatily into a strange mist visible from the side of the aircraft?

I dug out the British Telecom tariff, an atlas, and a Tandy diary showing time-zones. I was about to play my trump card. It had been kept safely in my briefcase since February. On one side was the legend 'Scott Adams Inc.' and on the other was scrawled two telephone numbers labelled 'home' and 'work'. "Home," I thought, and at 10.30 pm I started dialling . . . 0101 . . . but you don't think I'm going to tell you the rest of the number, do you?!



Even the experts need help sometimes. Adventurers from three continents met up at the C&VG Helpline *which was operating live at the Personal Computer World Show in September. Left to right,* Keith Campbell *(C&VG's Adventure scribe, author of the* Pen and the Dark *and the* C&VG Book of Adventure*),* Scott Adams *(gourmet, wine snob, author of* Hulk, Spiderman and the Scott Adams Adventure Series), Paul Coppins (Helpline *helper*), *Philip Mitchell (author of* The Hobbit, Sherlock, Mugsy *and* Penetrator), *and* Simon Marsh, *Keith's other helpline helper.*

Scott was at the recent PCW Show to launch the new Spiderman game.

Alexis answered, and called Scott to the phone. It was about 5.30 on a Sunday evening, so my calculations had been correct. I mentioned my unresolved problem — did I have an unfinished copy?

Scott was right on the ball. "The problem is on Paul's copy, not yours. His is not the correct answer — it's far too easy!" explained Scott. "Your copy is the perfect one!"

Wonderful! I was just about to put the phone down, when I realised that the threat of a lobotomy had not receded! "Just a small, teeny weeny little . . . ?" I pleaded, grovelling.

"Well, what you need is what no spider should be without!" Scott laughed, fiendishly. You know, I'm really quite partial to that sort of clue!

Spiderman certainly has a surprise ending, for although I am not quite there yet, Scott had left his usual saved endgame on the diskette, and I had been up to my usual cheating!

So will *Spiderman* be classified as an "adventure nasty"? That, you will have to discover for yourself! Personally, I found it to be a great game, with plenty of variety and puzzles. Although different from *Hulk*, it continues with the same theme. By the way, anyone want a Bio-gem? I'll let you have mine for a price!!

Fancy yourself as Spiderman? Course you do! Well here's your chance to win a copy of *Questprobe No.2* for one of the following computers: Spectrum 48k, Commodore 64 and BBC B.

Scott Adams, Mike Woodroffe and Keith Campbell put their heads together over dinner at a smart Covent Garden restaurant, when the wine was flowing well. They came up with the following questions to ensure that free copies of *Spiderman* only fall into the right hands! To qualify, you will need to have played *The Sorceror of Claymorgue Castle*, in a graphics version on either the Commodore or Spectrum, AND be a regular reader of *C&VG*!

Scott, Mike and Keith want to know the answers to the following questions:

1. Which way is the moat monster facing?
2. Where will you find a Mexican hat?
3. Where must you look to see a ferret?
4. What dish once reminded Scott of evil smelling mud?
5. Where does *Pirate No.2* start off?

The first three questions are based on *Claymorgue Castle*, the answers to 4 and 5 will be found in the pages of the *C&VG* over the past 12 months!

Send your answers on the form provided to Spiderman Competition, *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal *C&VG* competition rules apply and the first 30 correct solutions opened on 17th December will receive a free copy of *Spiderman* for the micro of their choice.

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(3) ....

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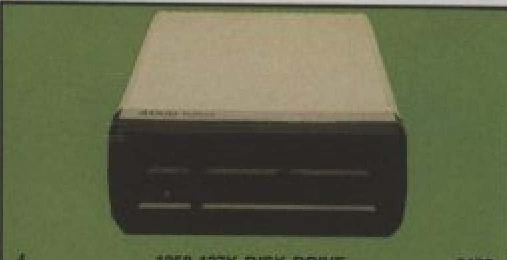

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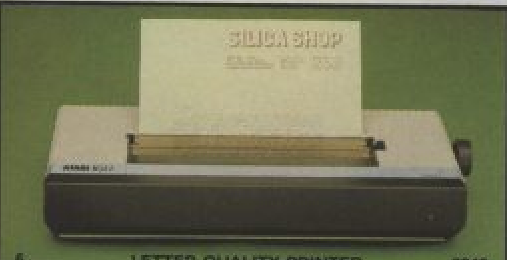
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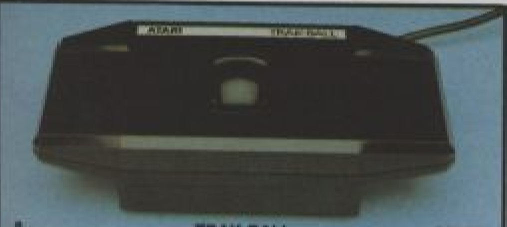

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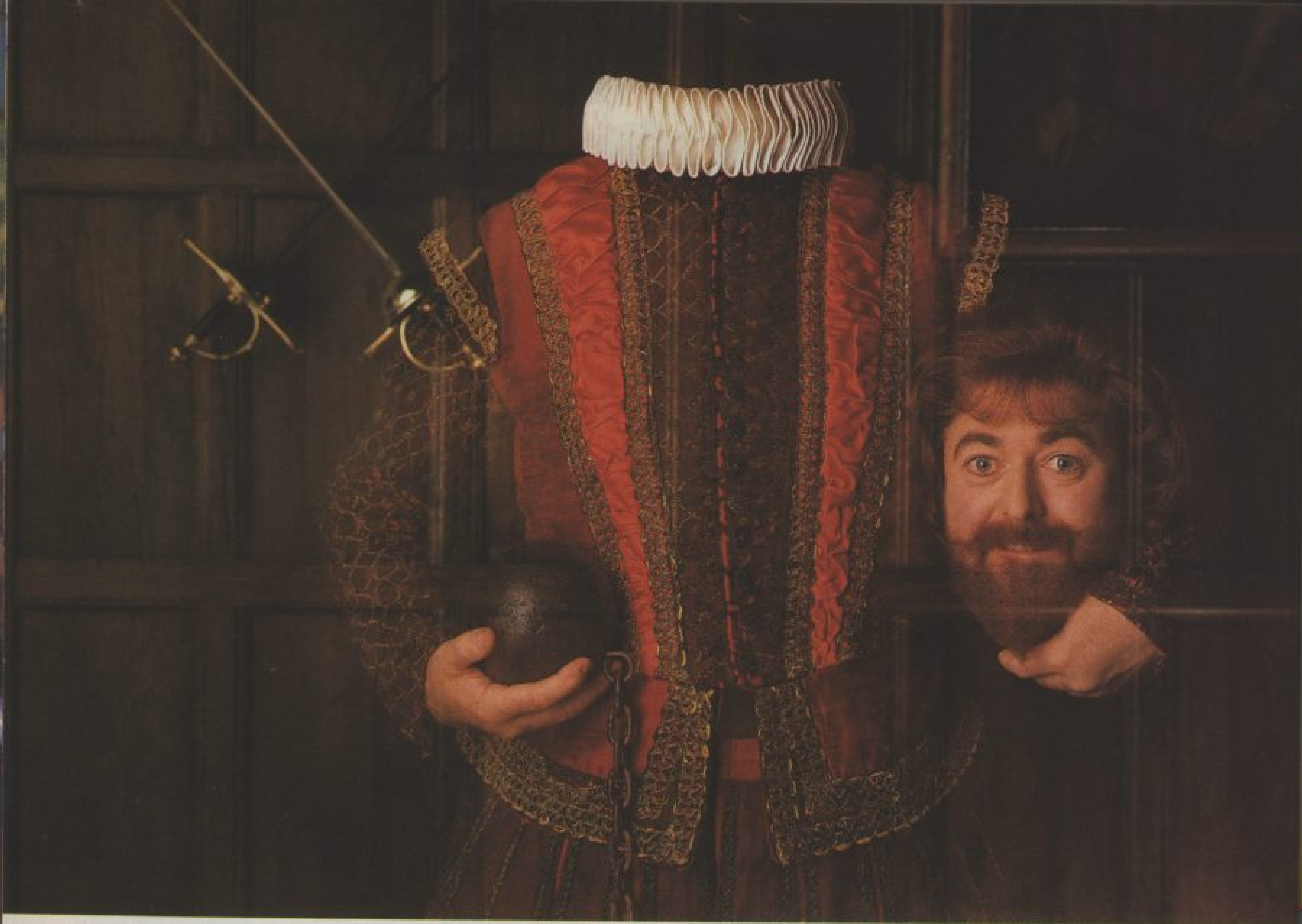
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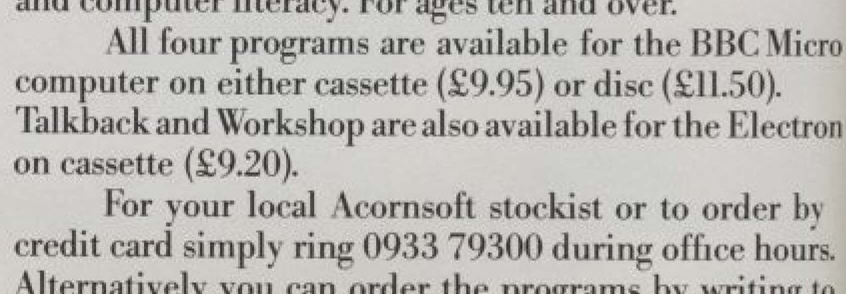
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TALKBACK: Both entertaining and demanding. It allows children to create their own computer 'characters' capable of holding simple conversations on the screen and provides valuable lessons in both English and computer literacy. For ages ten and over.

All four programs are available for the BBC Micro computer on either cassette (£9.95) or disc (£11.50). Talkback and Workshop are also available for the Electron on cassette (£9.20).

For your local Acornsoft stockist or to order by credit card simply ring 0933 79300 during office hours. Alternatively you can order the programs by writing to Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants. NN8 2RL, enclosing a cheque or postal order. Please allow 21 days for delivery.



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ARCADE



September 15th saw the most important event of the year for the Pinball Owners Association, the Annual Convention.

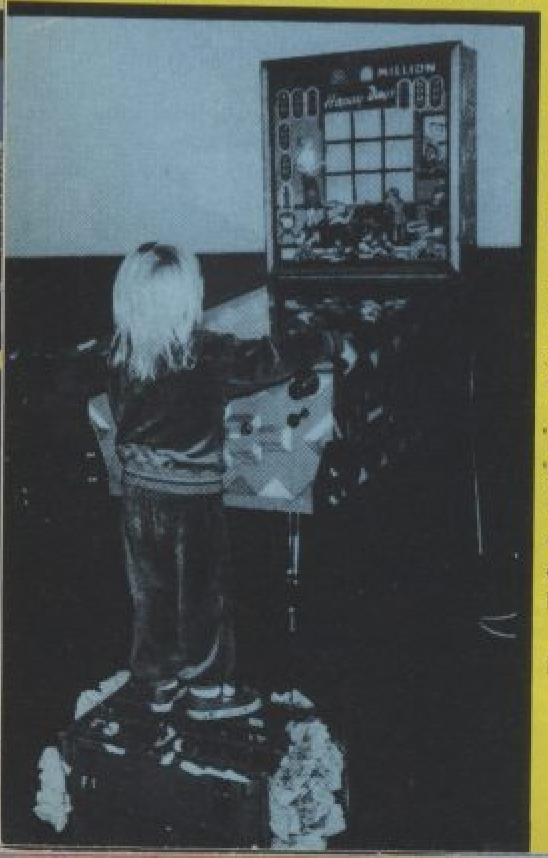
Around 100 members converged on Harold Wood, Essex, for what turned out to be a very enjoyable day out. These people are not weirdos, they do not wear bunches of keys around their necks, they haven't got a secret handshake and their middle fingers don't stick out. They are in fact a cross section of society, tied together by an obsession for pins, one arm bandits, jukeboxes and other slot machines. Many of them own their own machines, but this is not a requirement of membership.

The event had attracted much publicity. Members had been seen on BBC's *Breakfast Time* and *Pebble Mill* television programmes. Several members brought machines and the final line up consisted of 13 pins, a jukebox and masses of bandits and slots. Lots of trophies and shields were awarded. The best pintable award went to a 1952 Gottlieb Happy Days and a lovely Williams table, Happy Days 1960, won the exhibitors' choice. Technology struck back, however, when the visitors' choice was a 1980 Stern Seawitch.

The highlight of the day was the Pinball Wizard competition. Every member was a starter and, after some furious flipping, this was drastically reduced to a mere 12. This was the semis, and lots of nail-biting took place, until they were finally whittled down to only four. Gottlieb's latest machine The Games was pulled into the centre of the hall and the final began. From then on it was pure skill, but at the end of the day, the POA's illustrious chairman Gary Flower had a resounding victory. Modesty doesn't prevent me from telling you that this reporter took third place.

Due to this report, the article on Back to Basics will appear next month.

Keep Flipping!



THE JEDI TAKE THEIR REVENGE!

Flying through the Forest of Endor toward the Ewok village, I glanced to my right — two storm troopers were drawing level with my hover bike.

I sent my bike careering into the side of the first storm trooper where he hit a tree with a satisfying thud. Throttling back, the second trooper sped past straight into my gunsights. BANG! He exploded into a column of flame.

I raced ahead and, unaware of their presence, flew straight into an Ewok trap. My bike and I parted company to the sound of cheers from those little furry bears.

The sequel to *Star Wars* has finally arrived in *The Return of the Jedi* from Atari. You may recognise the events and also know what happens next — but this time the destinies of the famous four, Luke Skywalker, Princess Leia, Hans Solo and Chewbacca are in your hands. Will they destroy the Death Star once and for all?

The ultimate aim of the game — as in *Star Wars* — is to destroy the Death Star but *Return of the Jedi* has been presented in an entirely different way. *Star Wars* featured linear graphics of mostly reds, blues and oranges and much was left to the imagination in filling in the scenery.

The graphics in *Return of the Jedi* have been done in a different way with beautifully drawn replicas of the characters — I particularly liked C3-PO and R2-D2. There's also a lot more talking from the characters in this game, overlaid with the *Star Wars* theme tune helping to make it seem more real.

With four different action scenes over eight levels of increasing difficulty, it's a real challenge to get through the game and one you'll have to work at.

Scenes two and three of the game feature a unique split screen where you take part in two events which are happening at the same time. At one moment you will be guiding Chewbacca in his stolen Scout Walker amidst rolling logs and catapaulted rocks — now helped by the Ewoks — and the next second you could be switched into space to help Lando Calrissian and the Millennium Falcon attack the Death Star.

In scenes three and four, you remain with Lando as you fly a hazardous path towards the Death Star's reactor, shooting and killing the deadly Tie Fighters en route.

Once you've blown up the reactor's core, you've got precious few seconds to turn the Millennium Falcon round and hot foot it out through the same narrow tunnel to the outside before it blows.



Chewbacca and the Scout Walkers/Lando in the Millennium Falcon

It's full of pillars, so beware and drive carefully!

Unfortunately, I wasn't quick enough but the explosion is quite spectacular and leaves you in no doubt that you and everyone else inside the Death Star are well and truly dead!

Atari state that "dramatic stereo sound effects, original music and actual character voices (including the Ewoks) from the movie enhance the pace and realism". I tend to agree — the Ewoks and Darth Vadar seem almost real — the game's portrayed beautifully and faithfully follows the film.



Millennium Falcon and the Tie-Fighters



The Falcon at the Reactor's Core

HOW TO PLAY FOREVER... PART TWO

Arcade Spy's sidekick, known only as The Boffin, proudly presents part two of How to Play Forever — the definitive guide to making the most of your last 10p, when playing your favourite arcade machine.

This issue the Bof looks at *Tempest* and *Xevious*.

TEMPEST

This is the key to high scores on *Tempest* . . .

First, you must complete the red level that gives you 188,000 bonus points. Then get your score to one of the two digit combinations listed below (by shooting spikes, worth one point per hit). After you have the combination you require, kill yourself by walking into enemies and wait for your desired effect to happen. They are:

00 = Freezes screen
01 = Gives access to bookkeeping totals
05 = Allows play during attract mode
06 = 40 free credits
11 = 40 free credits
12 = 40 free credits
14 = Credit sound without actual credits
15 = Credit sound without actual credits
16 = 40 free credits
17 = 40 free credits
18 = 40 free credits
41 = Last two digits of score switch
42 = Score increases quickly
46 = Allows following game to start at green level
50 = Player moves by himself
51 = Player moves by himself
60 = Objects drift down
66 = Objects drift right
67 = Objects jump
69 = Objects drift up
70 = Objects drift up

All the tricks will work if you use the one to play the attract mode (05). If you pause at any of the desired points, it will take place instantly. Also two additional ones work from this. They are:

46 = Generates a random coloured level with the wrong enemies for that level (eg, a dark blue level with fueball tankers!)
48 = 255 extra men!!!

Apparently, Atari made a modification kit for *Tempest* to stop these bugs, it is also very uncommon, and is not evident on any Tempests that I have played.

XEVIOUS

How to get the initials of the programmer.

To get these, at the start of a game, fly right and bomb madly. After a couple of seconds it will say NAMCO original programmed by EVEZOO.

The hidden targets of *Xevious*.

These appêar as huge spires that rise out of the ground. Most of the time they appear in groups of up to eight. Unfortunately, most appear very late in the game, but two appear before the first mother-ship. The first appears in the second roadway section, just after a horizontal road. The second appears just before a short diagonal row of bases.

These targets are worth 2000 points for revealing them and 2000 for wiping them out.

Also in *Xevious* are hidden Flags!!

The first two flags appear by horizontal rivers, usually on the banks. The third flag is on a horizontal line which passes through the river inlet in the middle of the shield storm and just before the desert. The fourth is at the base of the eagle in the desert.

TIGER, TIGER BURNING BRIGHT!

Two Tigers takes you right back to the days when planes were stuck together with string and sealing wax for, in this new game by Bally/Midway, you control an ancient Tiger Moth battling for supremacy in the skies with another equally ancient bi-plane!

You can now engage in a mock battle between two ageing bi-planes with a friend of your choice — and for only 30p!

Set in the days of World War I and for two players, *Two Tigers* is all about protecting a battleship from the enemy.

The game offers you a fighting chance of defending or attacking the ship. This is decided by a one-to-one dogfight which takes place between you and your opponent — the loser being given the unenviable task of making sure the ship doesn't go down with all hands.

Once the roles have been decided, the game starts with a vengeance. Weaving in and out of a barrage of fire and enemy planes, the two Tigers jockey for the prime attacking position. As soon as you've outwitted your opponent, you can then shoot his tail-plane off at leisure!

Whilst you're happily flinging your plane about the skies, it can easily escape your notice that other enemy aircraft — computer controlled — are bombing the ship. A distressing way to lose the game — just when you think you're winning too!

The game is played over three scenes and the player's roles are changed each time, alternating between defender and attacker — it's a real advantage to win the initial dog-fight. Three ships have to be sunk — not just holed — to gain an extra man.

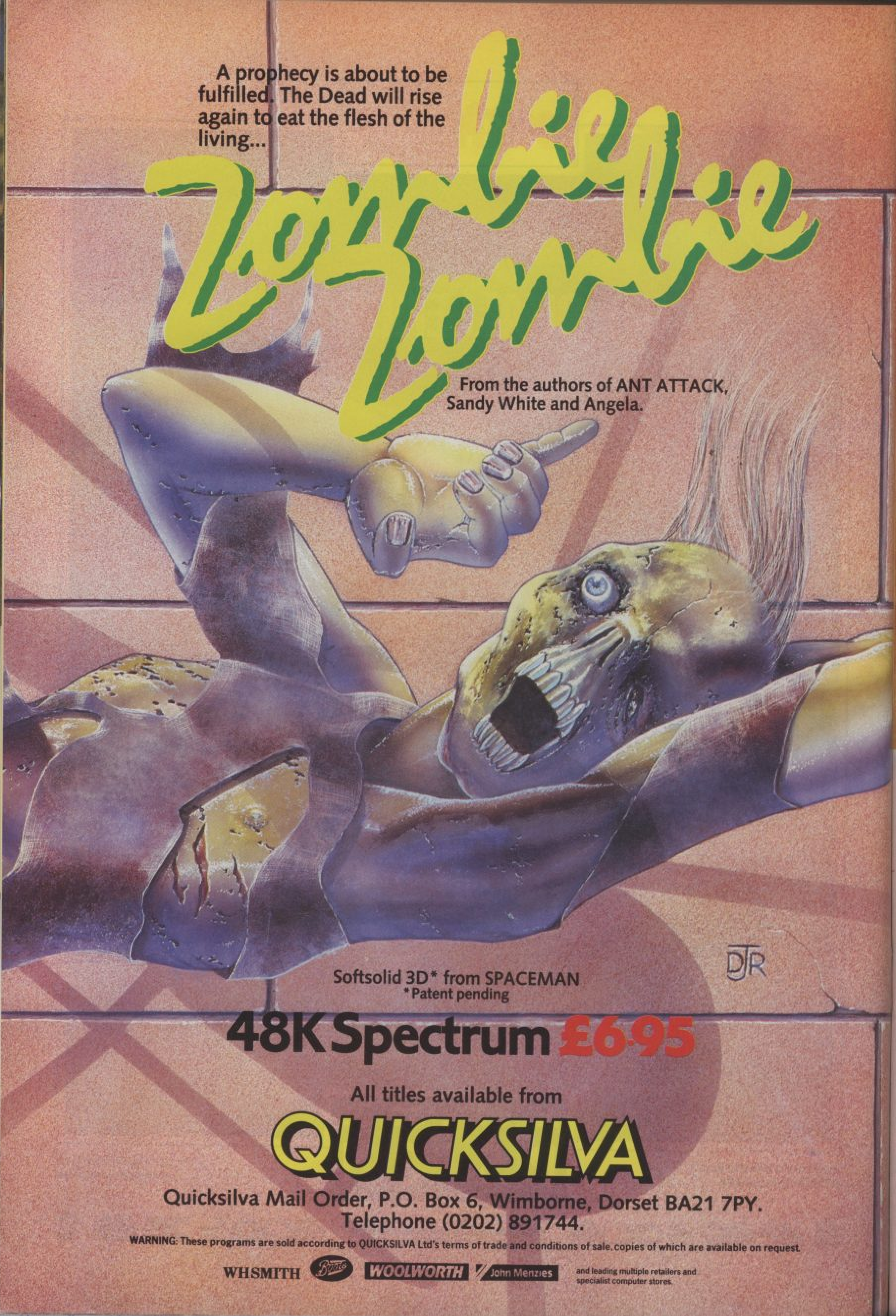
We spoke to Terry and Martin who work near the Crystal Rooms in London. They were very keen on the game and said "most games don't give clear instructions on how to play and it normally takes one game to see how to play it properly. *Two Tigers* is a bit confusing at first but it's really good when you get into it. There's a lot of rivalry between players. We come down to the arcade quite a lot — but we're not really addicts you know!"

The joysticks stimulate aeroplane joysticks, giving a nice realistic touch to the game. An enjoyable way of spending your 30p and one that I'd recommend.





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A NEW TYPE OF ADVENTURE GAME

Hampstead is an adventure game for would-be social climbers. Speed of reaction isn't so important. What matters is your ability to solve complex problems, which get harder the further you proceed in the game.

Hampstead is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world you also have to gain the admiration an[d] respect of your fellow men, and there's more to that than a fat bank balance.

In Hampstead it helps to know something about art — or rather, to give the impression you do. You must wea[r] the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport.

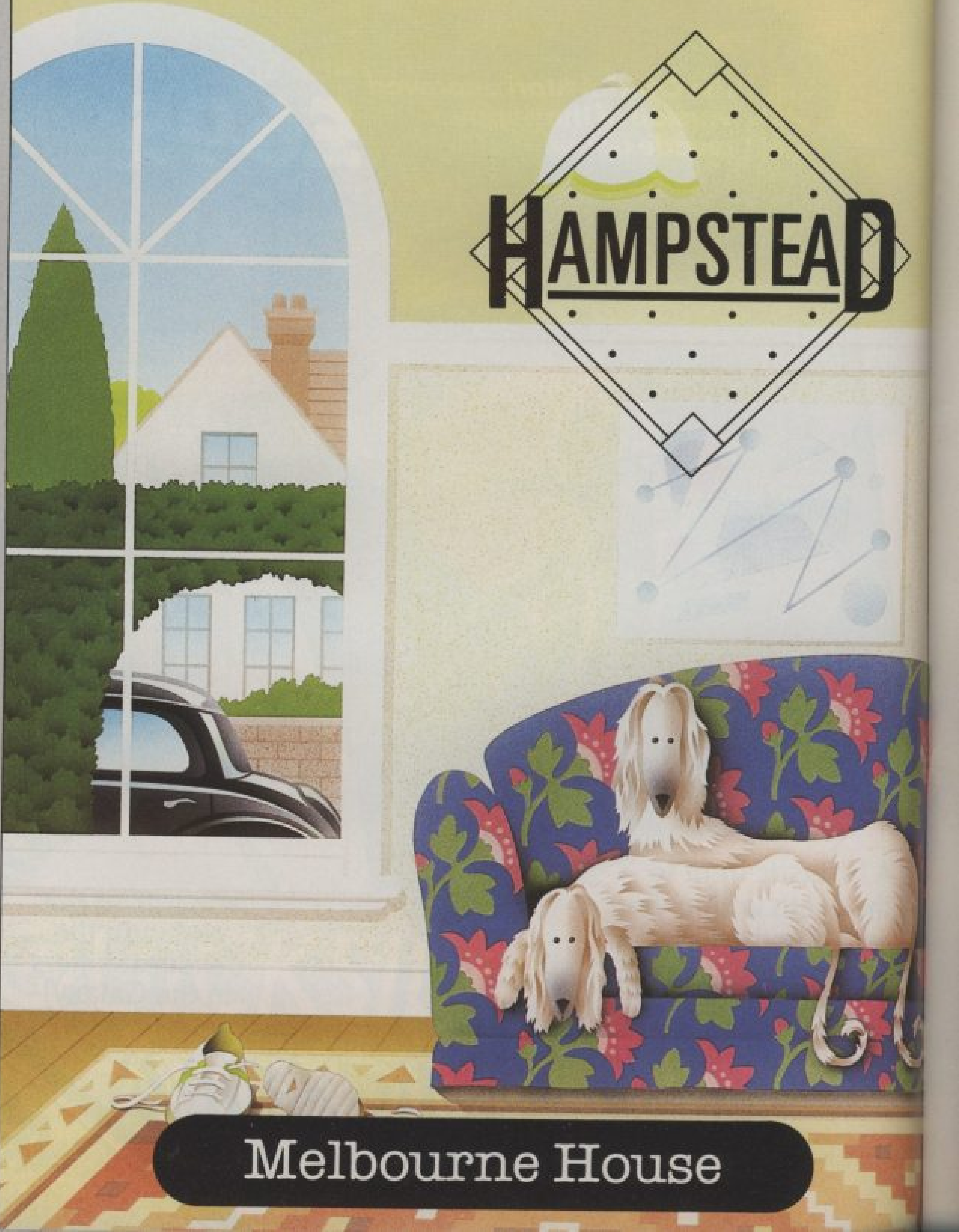
At the start of the game you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You know it makes sense.

Questions People Ask About Hampstead:

Q: Is there life after Hampstead?
A: No, Only before and during.

Q: Why do dustbins have no lids in Hampstead?
A: In order that passers-by may see the week's completed Guardian crosswords stacked neatly within.

Hampstead — a new type of adventure game!



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But this time you can draw whatever shapes you like, creating your very own high resolution masterpiece from a blank screen.

It is even possible to draw circles, and store and then recall a back-up picture – which is more than you can do with other graphics programs.

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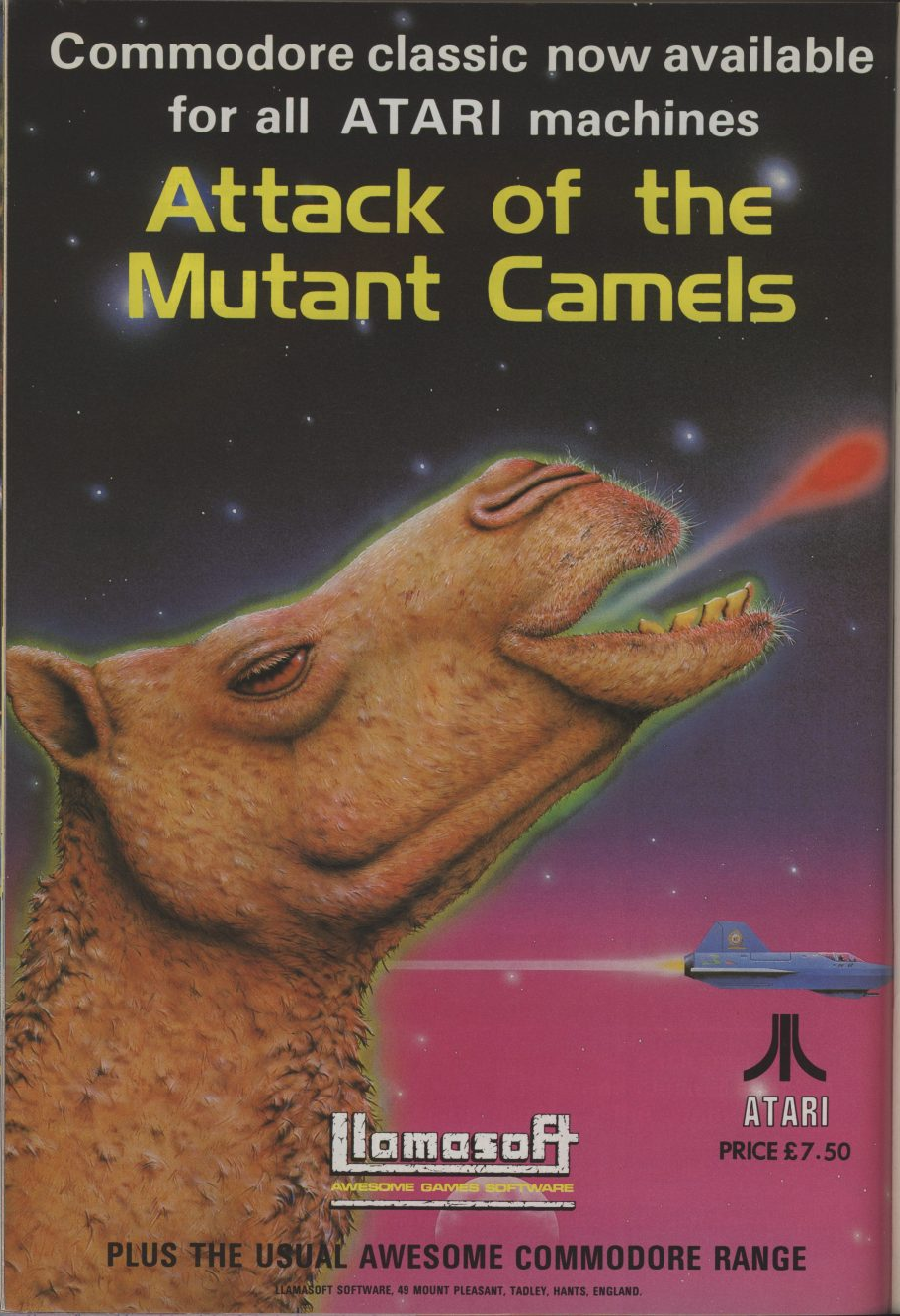
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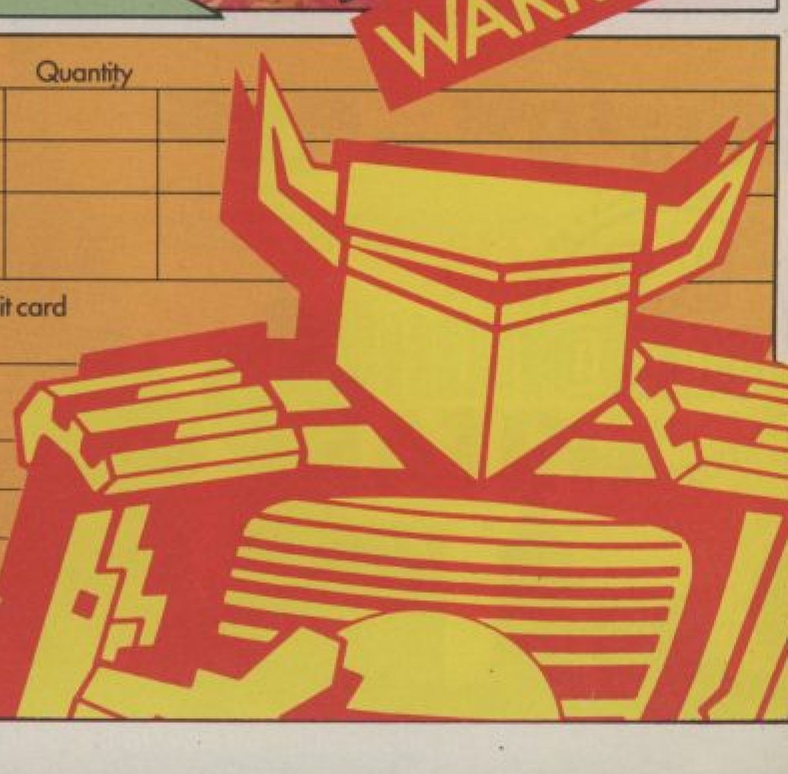
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Y 00 K/H Y 000
VERT 00 K/H ALTITUDE 00
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MONTREAL
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```
  10 RESTORE : FOR f=0 TO 167: R
EAD a: POKE USR "a"+f,a: NEXT f
  20 DATA 0,16,16,16,146,84,56,1
6
  30 DATA 24,24,8,255,153,153,36
,66
  50 DATA 60,126,a,a,a,a,a,60
  70 DATA 0,0,7,13,25,127,127,24
,0,0,192,32,24,254,254,48
  71 DATA 0,0,3,4,24,127,127,12,
0,0,224,176,152,254,254,24
  72 DATA 0,0,0,120,48,127,127,1
27,0,0,0,255,32,38,130,130,127,1
27,255,63,21,8,255,0,254,254,255
,252,84,136,255,0
  73 DATA 0,0,255,0,0,0,255,0
  75 DATA 51,55,63,63,63,63,127,255
,63,51,51,63,63,50,50,62,62,224,
240,248,252,254,255,252,252,204,
204,252,252,76,76,124,124
  76 DATA 192,a,255,60,28,14,255
,3
  77 DATA 126,219,a,24,255,231,a
,126
  78 DATA 0,0,0,255,4,100,65,a,0
,0,0,30,12,254,a,a
  79 DATA 28,124,152,126,25,24,3
6,34
  80 LET is=0
  90 GO SUB 9700
  95 LET is=1
 100 RANDOMIZE : LET ret=0: LET
hs=0
 110 LET bomb=0: LET barrel=0
 115 LET dam=0: LET td=-1
 120 LET bx=21: LET by=31
 125 LET ti=1e5
 130 LET sc=0: LET a$=" HI "
 135 LET x=21: LET y=31
 140 LET cx1=7: LET cx2=13.5
 145 LET cy1=30: LET cy2=0
 150 LET c=44: LET b=150
 155 LET d=30: DIM a(12)
 157 RESTORE 190
 160 FOR f=1 TO 6
 170 READ q,w: LET a(f)=q: LET a
(f+6)=w
 180 NEXT f
 190 DATA 0,-40,-24,-32,-24,0,-4
0,0,40,-40,80,0
 250 GO SUB 2000
 260 PRINT AT x,y; INK 7;"B": BE
EP .1,10
 270 PRINT AT cx1,cy1; PAPER 0;
INK 6; BRIGHT 1;"FG": BEEP .1,9:
 PRINT AT cx2,cy2; PAPER 0; INK
4; BRIGHT 1;"DE": BEEP .1,8
 280 PRINT AT 1,3; INK 1; PAPER
6;"Q": BEEP .1,7
 290 PRINT AT 3,30; BRIGHT 1; IN
K 6;"R": BEEP .1,6
 300 PRINT AT 2,5; INK 1; BRIGHT
 1;"MO";AT 3,5;"NP": BEEP .1,5
 310 PRINT INK 2; PAPER 6;AT 0,3
0;"HI";AT 1,30;"JK": BEEP .1,4
1999 GO TO 3000
2000 INVERSE 0: OVER 0: BRIGHT 0
: FLASH 0: PAPER 3: BORDER 4: IN
K 0: CLS
2007 FOR f=1 TO 100: PRINT AT RN
D*10+11,INT (RND*32); INK 4;"A":
 NEXT f
2010 FOR f=6 TO 10: PRINT AT f,1
0; PAPER 0;"
": NEXT f
```

```
2020 FOR f=87 TO 47 STEP -1: PLO
T 0,f: DRAW 79,40: NEXT f
2030 PLOT 0,67: DRAW PAPER 7; IN
K 0; INVERSE 1; BRIGHT 1;80,40:
PLOT 81,108: DRAW INK 7; BRIGHT
1; PAPER 0;174,0
2040 FOR f=81 TO 255 STEP 20: PL
OT BRIGHT 1; INK 7; PAPER 0; OVE
R 1;f,108: NEXT f
2045 FOR f=0 TO 1: PRINT AT f,0;
 PAPER 6;"        ": NEXT f
2050 INK 2: PAPER 6: PLOT 0,165:
 DRAW 255,0: PLOT 0,161: DRAW 25
5,0: INK 0: PAPER 3
2060 LET n=13: FOR f=31 TO 14 ST
EP -1: FOR j=n TO n+(21-n): PRIN
T AT j,f; PAPER 5;" ": NEXT j: L
ET n=n+.5: NEXT f
2065 PRINT PAPER 5;AT 21,14;" ";
AT 20,16;" ";AT 19,18;" "
2070 PRINT AT 20,30;" ";AT 21,2
8;" "
2080 RESTORE 2090: FOR f=1 TO 5:
 READ q,w: PRINT AT q,w; INK 2;
 PAPER 5;"C": NEXT f
2090 DATA 19,31,19,28,18,27,19,2
2,19,19
2100 FOR f=2 TO 3: PRINT INK 4;A
T f,10;"AA";AT f,15;"AAA";AT f,2
1;"AAA";AT f,27;"AAA": NEXT f
2110 PRINT AT 5,10; INK 4;"AA";A
T 5,13;"AAAAAAAAAAAAAAA"
2120 FOR f=3 TO 4: PRINT INK 4;A
T f,13;"A";AT f,19;"A";AT f,25;"
A": NEXT f
2130 FOR f=2 TO 10: PRINT AT f,0
; INK 4;"A": NEXT f
2140 LET n=9.5: FOR f=0 TO 10: P
RINT AT n,f; INK 4;"A": LET n=n-
.5: NEXT f
2150 PRINT AT 5,2; PAPER 5;"  ";
AT 6,2;"  "
2160 PRINT #0;TAB 13; PAPER 4; I
NK 0; BRIGHT 1; FLASH 1;"GANGSTE
R"
```



GANGSTER

RUNS ON DA SPECTRUM IN 48K

```
2999 RETURN
3005 BEEP .003,-X+Y: LET ti=ti-1
: IF ti/lev=INT (ti/lev) THEN GO
 SUB 7800
3007 IF bomb=1 THEN LET bti=bti-
1: IF bti=0 THEN GO SUB 6800
3010 GO SUB 4000
3020 GO SUB 4500
3025 PRINT AT x,y; PAPER 8; INK
7;("B" AND NOT barrel)+("C" AND
barrel)
3030 GO SUB 6000
3040 IF barrel=1 THEN GO SUB 700
0
3050 IF cx1=x OR INT (cx2+.5)=x
THEN GO SUB 6500
3060 IF bomb=1 THEN PRINT AT 2,5
; INK 2; BRIGHT 1;"MO";AT 3,5;"N
P"
3070 IF dam=1 AND bomb=1 THEN GO
 SUB 7500
3100 GO TO 3000
4000 REM Move Man
4010 PRINT AT x,y; PAPER 8; INK
(2 AND barrel);" "
4020 LET x1=x: LET y1=y
4030 LET x=x+(INKEY$="6")-(INKEY
$="7"): LET y=y+(INKEY$="8")-(IN
KEY$="5")
4035 LET x=x+(x<1+(NOT bomb))-(x
>21): LET y=y+(y<0)-(y>31)
4040 LET a=ATTR (x,y)
4050 RETURN
4500 REM Check pos
4510 IF a=90 OR a=24 OR a=0 OR a
=6 OR a=4 THEN LET barrel=0: LET
 x=INT (x+.5): RETURN
4520 IF a=42 AND barrel=0 THEN L
ET barrel=1: LET bx=x-.5: LET by
=y: RETURN
4525 IF a=42 AND barrel=1 AND x<
>x1 THEN PRINT AT bx,by; PAPER 5
; INK 2;"C": BEEP .2,20: LET bx=
x-.5: LET by=y: PRINT AT bx,by;
PAPER 5;" ": RETURN
4530 IF a=42 AND barrel=1 THEN G
O SUB 7000: RETURN
4550 IF a=28 THEN PRINT AT x,y;
INK 4;"A": BEEP .1,-20: LET x=x1
: LET ti=INT (ti/lev)*lev+1: LET
 y=y1: RETURN
4560 IF a=40 THEN LET ad=1: GO T
O 9000
4570 IF a=70 OR a=68 THEN LET ad
=2: GO TO 9000
4580 IF a=71 THEN LET x=x-1: RET
URN
4590 IF a=120 THEN LET x=x-1: RE
TURN
```

Listen schmuck, da Boss is not too happy wiff the way you've been double dealing him recently. You made a big mistake when ya tried to muscle in on his operation. You gotta learn that no one treads on big Dino Raviolli's toes.

So da boys is organizing a little party for ya down at da railway yard. We've picked up ya girl but unfortunately she didn't like da idea of a party so we has to tie her to the track to keep her still.

Da Detroit Express is due fairly soon, so I'd get your ass down to da railway track, unless of course, you want ya girl to look like one of my Mamma's pizzas.

My boys have picked up a few fings from da local building site and is mixing your present, ready for when ya arrive.

Don't no nofing clever like phoning da cops, cos even they is scared of Big Dino.

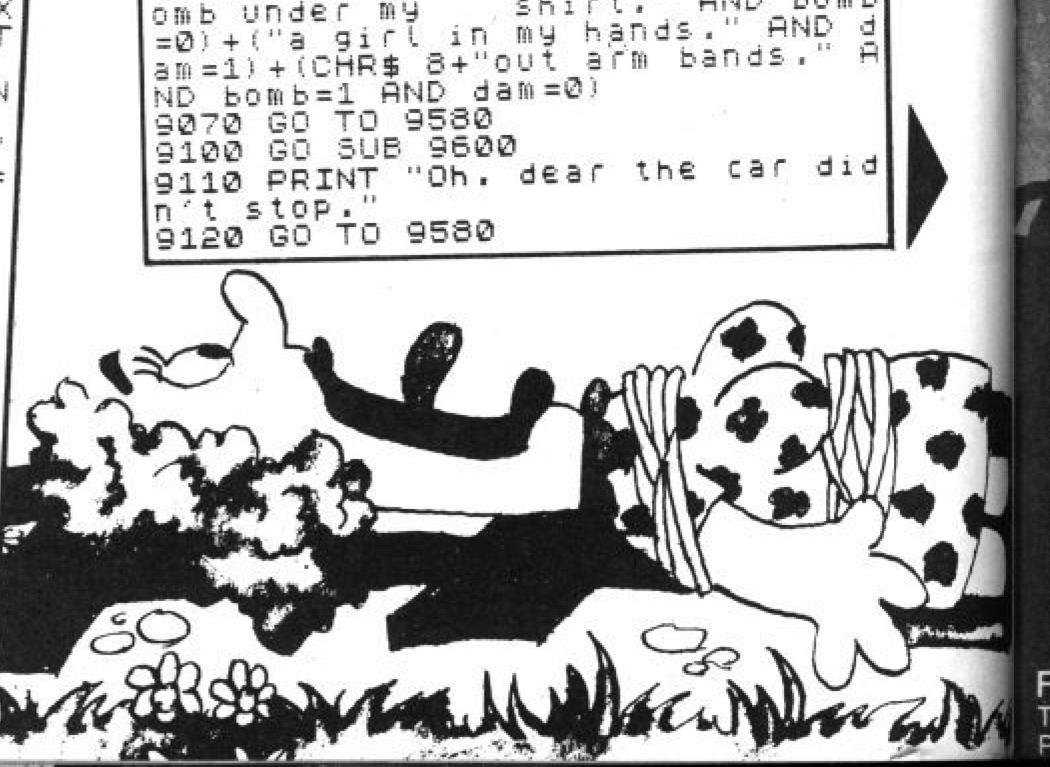
BY RICHARD EVANS



```
4591 IF a=49 AND y=3 AND bomb<>0
 THEN LET dam=1: PRINT AT 1,3; I
NK 2; PAPER 6;"L": LET x=x+1: RE
TURN
4592 IF a=89 THEN PRINT AT 2,5;
INK 2; BRIGHT 1;"MO";AT 3,5;"NP"
: LET bomb=1: RETURN
4593 IF a=50 THEN BEEP .1,50: LE
T x=x1: RETURN
4594 IF a=94 AND dam=1 THEN GO T
O 9500
4595 IF a=94 AND dam=0 THEN PRIN
T AT 3,30; BRIGHT 1; INK 6;"R":
LET x=x1: LET y=y1: RETURN
4596 IF a=49 THEN LET x=x1: BEEP
 .1,40: RETURN
4599 STOP
6000 REM Move Cars
6010 PRINT AT cx1,cy1; PAPER 8;
INK 8;"  ";AT cx2,cy2;"  "
6020 LET cy1=cy1-1: LET cy2=cy2+
1
6030 IF cy1<8 THEN LET cx1=cx1+.
5
6040 IF cy2<11 THEN LET cx2=cx2-
.5
6060 IF cy1=0 THEN LET cy1=30: L
ET cx1=7
6070 IF cy2=30 THEN LET cy2=0: L
ET cx2=13.5
6075 PRINT AT cx1,cy1; BRIGHT 1;
 PAPER 0; INK 6;"FG";AT cx2,cy2;
 INK 4;"DE"
6080 RETURN
6500 LET a=ATTR (x,y): LET q=y-c
y1: LET q1=y-cy2
6510 INK 7: IF ABS q<8 AND cx1=x
 THEN GO TO 6600
6520 IF ABS q1<8 AND INT (cx2+.5
)=x THEN GO TO 6700
6530 IF RND>.9 AND cx1=x THEN GO
 TO 6600
6540 IF RND>.9 AND INT (cx2+.5)=
x THEN GO TO 6700
6550 RETURN
6600 LET dis=q*8-4
6610 FOR f=0 TO 1: INVERSE F: OV
ER 1-f: BEEP .1,f*30: PLOT cy1*8
+8,(21-cx1)*8+4: DRAW dis,0
6615 INK 0: NEXT f
6620 IF ATTR (x,y)<>a THEN LET a
d=3: GO TO 9000
6630 RETURN
6700 LET dis=q1*8
6710 FOR f=0 TO 1: OVER 1-f: BEE
P .1,f*30: PLOT (INT (cy2+.5))*8
+8,(21-INT (cx2+.5))*8+4: DRAW d
is,0
6715 INK 0: NEXT f
6720 IF ATTR (x,y)<>a THEN LET a
d=3: GO TO 9000
6730 RETURN
6800 LET ret=1: LET lev=1: FOR n
=1 TO 4: FOR f=7 TO 0 STEP -1: P
RINT AT 2,5; INK f;"MO";AT 3,5;"
NP": BEEP .01,n*7+f: NEXT f: NEX
T n: PRINT AT 2,5; INK 0;"  ";AT
 3,5;"  ": LET bomb=2
6810 IF y>2 AND y<8 AND x<5 THEN
 LET ad=4: GO TO 9000
6820 LET td=SGN (4-d): LET a$=("
HI " AND td=-1)+(" ST " AND td=
1)
6830 GO SUB 7800
6835 BEEP .03,10
6840 IF d=4 THEN GO TO 6860
6850 GO TO 6830
6860 LET td=1: LET a$=" ST ": FO
R f=1 TO 10: PRINT AT 2,5;"B": B
EEP .1,10: PRINT AT 2,5; INVERSE
 1;"B": BEEP .1,0: NEXT f
6870 PRINT AT 2,5;" ";AT 1,4;"B"
: PAUSE 20: PRINT AT 1,4; BRIGHT
 1;"B": RETURN
7000 REM Move barrels
7010 BEEP .02,40: BEEP .01,0: PR
INT AT bx,by; PAPER 5;" ": LET b
x=bx+.5: LET by=by-1
7015 LET x=bx: LET y=by
7020 PRINT AT bx,by; PAPER 5; IN
K 2;"C"
```




```
7030 IF bx=21 THEN LET ad=5: GO
TO 9000
7040 RETURN
7500 REM House Fire
7505 IF RND>.4 THEN RETURN
7510 PRINT AT x,y; PAPER 8; INK
7;"B": LET po=INT (RND*6)+1
7520 INK 8: OVER 1: FOR f=0 TO 1
: PLOT c,b: DRAW a(po),a(po+6):
PRINT AT x,y;"B": IF SCREEN$ (x,
y)="" AND f=0 THEN LET ad=6: GO
TO 9000
7530 BEEP .005,60: NEXT f: OVER
0: INK 0: RETURN
7800 LET d=d+td: PRINT AT 0,d-1;
 INK 2; PAPER 6;a$;AT 1,d-1;"LJK
L"
7801 IF d=29 AND ret=1 THEN LET
ad=7: GO TO 9000
7802 IF ret=1 THEN RETURN
7805 IF d=2 THEN LET td=1: LET a
$=" ST "
7807 IF d=3 AND dam=0 THEN LET a
d=8: GO TO 9000
7820 RETURN
9000 REM Deaded
9010 INVERSE 0: GO TO 9000+ad*50
9050 GO SUB 9600
9060 PRINT "Fine with me, but I
wouldn't tryto swim with ";("a b
omb under my    shirt." AND bomb
=0)+("a girl in my hands." AND d
am=1)+(CHR$ 8+"out arm bands." A
ND bomb=1 AND dam=0)
9070 GO TO 9580
9100 GO SUB 9600
9110 PRINT "Oh, dear the car did
n't stop."
9120 GO TO 9580
```



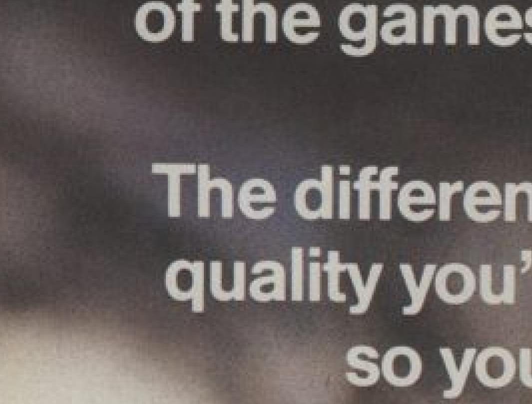

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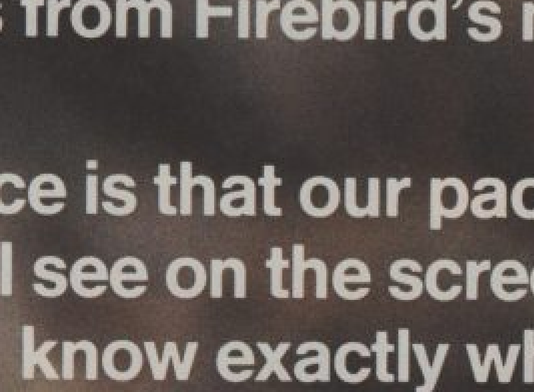
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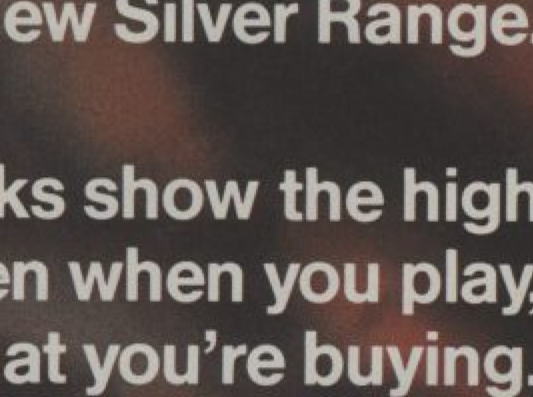
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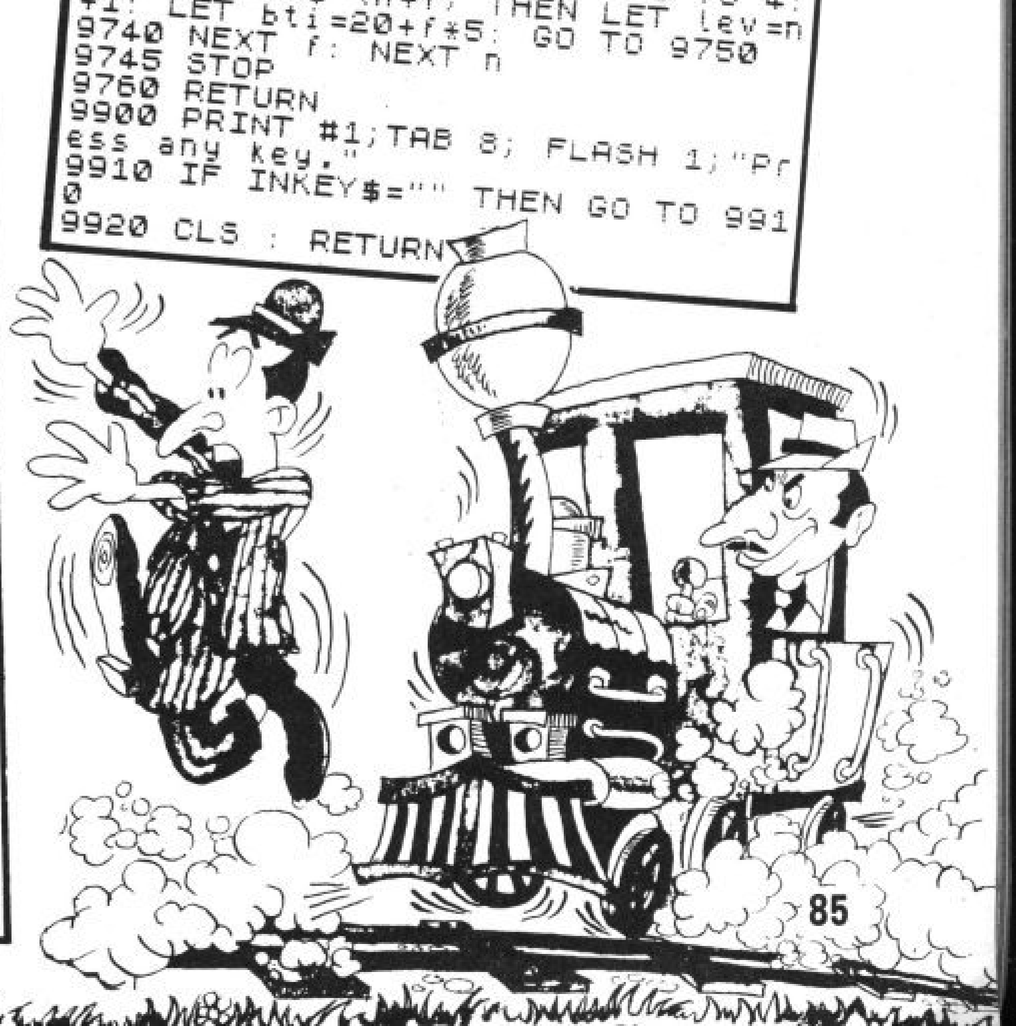
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```
9150 GO SUB 9600
9160 PRINT "BANG.The man in the
car shot you"
9170 GO TO 9580
9200 GO SUB 9600
9210 PRINT "The explosion from t
he house     has stunned you."
9220 GO TO 9580: PRINT "Them ba
rrels just so happen to  fall do
wn waterfalls when they  are at
the top."
9260 GO TO 9580
9300 GO SUB 9600: PRINT "POP.Tha
t man in the house just  shot yo
u."
9310 GO TO 9580
9350 GO SUB 9600: PRINT "The tra
in has crossed the state line an
d they have got away.": GO TO 95
80
9400 GO SUB 9600: PRINT "All is
lost, your beautiful girlhas bee
n squashed.": GO TO 9580
9500 FOR j=1 TO 3: FOR f=1 TO 2:
 FOR n=1 TO 10: BEEP .003,40: BE
EP .003,44: NEXT n: PAUSE 10: NE
XT f: PAUSE 20: NEXT j
9520 FOR f=31 TO d+2 STEP -1: BE
EP .3,20: PRINT INK 1; PAPER 6;A
T 1,f;"U": BEEP .3,15: PRINT INK
 2; PAPER 6;AT 1,f;"L": NEXT f
9530 PRINT INK 1; PAPER 6;AT 1,f
+1;"U"; INK 1; FLASH 1; PAPER 6;
AT 1,d+1;"B"
9540 FOR f=1 TO 20: NEXT f: PAPE
R 0: INK 7: BORDER 0: CLS
9550 PRINT "Well done the police
 have the    man in hand-cuffs."
9560 RESTORE 9570: FOR f=1 TO 9:
 READ a,b: BEEP a/5,b: NEXT f
9570 DATA 3,0,1,2,1,4,2,5,2,7,2,
12,1,9,2,11,2,12
9580 PRINT ''"Another go ?
                            Yes
, No"
9590 IF INKEY$="y" OR INKEY$="Y"
 THEN GO TO 90
9595 IF INKEY$="n" OR INKEY$="N"
 THEN PRINT ''"Ok. bud,See y' ro
und town.": PAUSE 0: STOP
9597 GO TO 9590
9600 PRINT AT x,y; BRIGHT 1; FLA
SH 1; INK 8; PAPER 8;"B": FOR n=
1 TO 2: FOR f=60 TO 20 STEP -1:
BEEP .003,f: NEXT f: NEXT n: PAP
ER 0: INK 7: BORDER 0: CLS : RET
URN
9700 BRIGHT 0: INK 0: PAPER 7: B
ORDER 2: CLS : IF is=1 THEN GO T
O 9726
9701 PRINT "GANGSTER: Instructio
ns...."
9702 PRINT '" This is gangster a
 game where  you take the role o
f hero who isdesperate to save h
is girl from the 11 O'clock expr
ess."
9703 PRINT " Your arch enemy has
 tied her tothe railway track an
d he has    stranded you on a li
ttle island."
9704 PRINT " Your only hope is t
o jump onto the barrels and floa
t down the  river to another and
 then onto  the bank."
9705 PRINT " But beware if you m
iss a barrelyou will be carried
down the    river and over the w
ater fall."
9706 PRINT " After that you have
 to find    your way through som
e prickely  bushes to the road."
9707 PRINT " Don't bump into the
 bushes or  you will have to was
te time     picking out the thor
ns."
9708 GO SUB 9900
9709 PRINT "GANGSTER: Instructio
ns (cont)..."
9710 PRINT '" Crossing the road
can also haveits problems.Two ca
rs go back    and forth fireing a
t you if you get in range.Don't
worry too    much their a terrib
ble shot."
9711 PRINT " On the other side o
f the road  is a little drive wa
y that you  have to go up.Turn l
eft towards the house."
9712 PRINT " Go into the house a
nd plant thebomb that you had se
cretly      hidden away under yo
ur shirt."
9713 PRINT " Now that your hands
 are empty  you can get your gir
l of the    railway."
9714 PRINT " Try to get away qui
ckly as the man in the house sta
rts shootingat you and the house
 could blow its top at any time
with that   bomb in it."
9715 GO SUB 9900
9716 PRINT "GANGSTER: Instructio
ns (cont)..."
9717 PRINT '"When the house blow
s the man    there catches the t
rain and and tries to get to the
 far right ofthe screen to the s
tate boundry."
9718 PRINT " You must try to bea
t him there."
9719 PRINT " When you are there
go to the   telephone and ring t
he police."
9720 PRINT " They will arrive an
d apprehend the man."
9721 PRINT ''''''"
                           The End.
9722 GO SUB 9900
9723 PRINT "GANGSTER: Controls..
."
9724 PRINT ''''"         5.........Le
ft..........5''''''"    6.........
.Down.........6''''''"   7........
.....Up...........7''''''"   8...
........Right..........8"
9725 GO SUB 9900
9726 PRINT "GANGSTER: Level..."
9727 PRINT ''''''TAB 9;"Enter a l
evel "''''''''''TAB 13;"(1-9)"
9728 INPUT PAPER 2; INK 0;TAB 15
; LINE a$
9729 IF LEN a$<>1 OR a$<"1" OR a
$>"9" THEN GO TO 9728
9730 FOR n=1 TO 5: FOR f=0 TO 4:
 IF a$=STR$ (n+f) THEN LET lev=n
+1: LET bti=20+f*5: GO TO 9750
9740 NEXT f: NEXT n
9745 STOP
9760 RETURN
9900 PRINT #1;TAB 8; FLASH 1;"Pr
ess any key."
9910 IF INKEY$="" THEN GO TO 991
0
9920 CLS : RETURN
```



GAME OF THE FI

Pretty soon you won't be able to tell the difference between watching your favourite TV series and playing computer games.

Just about every software company in the country seems to be working on games based on TV programmes. One of the disturbing things about this rash of telly-games is that they all seem to be based on American TV shows. There's* Dallas, Automan, The Fall Guy, M.A.S.H., Dukes of Hazard, *and countless others.

Now don't get me wrong, I'm just as big a* Dallas *bore as the next man and I've got no intention of putting down American TV just because they were nasty to Zola Budd. But what I do want to know is what's wrong with our own programmes. After all, everyone agrees we have the best TV in the world — so why not give some of them the computer game treatment?

British TV companies are only slowly waking up to the possibilities offered by turning some of their most popular programmes into computer games.

I'm sure Hilda Ogden would look marvellous in pixels, Russell Grant could star (sorry!) in his own astrology game and just think what you could do with* Crossroads. *Suggestions on a postcard please to* C&VG, *Crossroads Competition, Priory Court, 30-32 Farringdon Lane, London EC1. There's a "The Champ" tee-shirt for the best printable suggestion.

Whilst pondering how happy you would be if you won a* C&VG *tee-shirt, you might find it useful to know what the other games are going to be about. It's not just telly games that are being converted either. It's books and films, too. The battle for licences is on! Eugene Lacey has been checking them out.



Terry and Arthur from Minder.

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Elite Software have two TV games in the pipeline — *The Dukes of Hazard* involves Luke and Beau in a run-in with the sheriff over some illicit moonshine — needless to say there is plenty of racing around in the General Lee.

The Fall Guy will be out before the *Dukes of Hazard* and is expected to include some exciting stunts, just like the TV show which stars Six-Million Dollar Man, Lee Majors.

Bug Byte are particularly bullish about their new telly game — *Automan.* "Unlike some of the other games, ours is based on a computer theme — which will be of obvious appeal to our customers," said a spokesman.

The computerised man loves video games, and has a computerised car as well.

Details of the game are still being worked out but the computer game *Automan* will have many of the abilities of his screen counterpart.



The Benny Hill Television Show.

Quicksilva has also opted for a computer theme with their game based on Central TV's *Magic Micro Mission.* "The game is in two parts based on the opening sequence from the programme," chief Game Lord Mark Eyles told *C&VG.*

Mark believes that more and more games are going to be launched based on known characters and Quicksilva will be announcing more of their own in the next month.

Dallas has now been on sale for several weeks and gives you the chance to outsmart JR on your Commodore 64 or Atari.

In order to beat JR in this Adventure game, you have to team up with Sue Ellen and go prospecting for oil in the jungles of South America.

Soap operas are ideal for Adventure games as situations and characters can be accurately drawn with the combination of text and

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LM....

graphics for added realism.

Soap operas are also ideal from the manufacturer's point of view as the programmes are so well known and have such wide appeal.

So what about that *Coronation Street* game? We spoke to Granada Television who were quite adamant that NO *Coronation Street* game would be forthcoming. "We have had dozens of requests from people wanting to do games, and all sorts of other commercial spin-offs based on the Street but at the moment we have to say no — the position may change in two years time when we open the Street up to the public".

But if Granada say no, there are plenty of yesses beginning to come forward from several other British TV stations. Biggest scoop of all may well be DK'Tronics' deal with Thames Television to enable them to produce a game based on *Minder*, the *Sweeney*, and *Benny Hill*.

The question is who will buy a computer game from Arthur Daley? Plenty of people, say DK's Roger Barnard "We have the rights to all Thames programmes and will be studying them closely to decide which will work best as computer games."

Thames has also licensed out their famous rodent — Dangermouse — who is now starring with his arch enemy — Silas Greenback — in an, action packed episode featuring some particularly nasty killer Dangermouse clones.

Dangermouse's rodent rival — Roland the Rat Superstar — is determined not to be left out of the limelight and will appear in his own computer game to be launched by Ocean later this year.

Roland's game will appear in time for Christmas and is described as an arcade style Adventure game. It will be the first of a series of games starring the famous rodent.

Suitable TV programmes are being snapped up fairly swiftly — though there are a surprising number of titles still looking for homes. Anglia TV, who are famous for quiz shows like *Sale of the Century* and *Gambit*, say: "If the right deal came along we would be interested."

When I phoned Channel 4 to find out about the possibility of a *Brookside* game, I was told: "If you wanted to make some money, you could suggest it to the programme's producer."

So telly games are what the software bosses have decided you want and telly games are what you are going to get over the next few months.

The thinking seems to be that there are too many games being launched, it is difficult to make a game that will appear to the customer to be different and stand out from the crowd. Answer — base the game on something which is already established in the customer's mind like a popular TV programme.

Of course, telly games are not the only licensed games to go on sale — there are book games like the *Hobbit, Pen In the Dark* and *Erik the Viking* and the Marvel comics games based on the Hulk, and Spider-Man.

But licensed games are no guarantee of success as a number of companies have already found out to their cost. When Atari bought the rights to *E.T.* and *Raiders of the Lost Ark* from Stephen Spielberg for an estimated $30 million, the games, *E.T.* in particular, fell way below expected sales levels.

This failure has not discouraged Atari from producing film-games. They plan to launch *Gremlins* — another Spielberg movie about some not so cute creatures.

Thorn EMI also drew a blank with their *Computer War Game* — based on the successful film — *War Games.*

Not all the film games have flopped, though. Parker Brothers' *Star Wars* series for the Atari VCS and soon to be on the Spectrum is thought to have sold well, as has Mattel's *Tron* game.

The trade in licences is now so brisk that a number of agencies have sprung up offering deals on certain characters.

One such organisation is Yaffe Character Licensing, who handle a number of the famous newspaper comic strip characters like *Hagar the Horrible* and *The Perishers.*

"Our characters are seen by literally millions of people all over the world and would convert nicely to computer games" said a spokesperson.

So whether it is books, TV, or cartoon strips you are into, all three will be possible on your computer in the next few months.

HE BOOK....



A scene from War Games.

HE T V SERIES....

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NEW MICRO GUIDE PART 1

Thinking of buying a micro for Christmas? Or have you been promised one?

So many new computers have been launched this year that we decided to ask Bug Hunter to delve into them and find the best one.

What makes a good micro? Is it the machine itself or the software which comes with it? What do those strange technical words mean that you find in some brochures?

In a break from presenting his normal wallchart, Bug Hunter presents the first half of an in-depth look at 1984's new micro launches.

The wallchart will be back in February.

MSX

The best thing about the micro industry is that every company is always trying to bring out what they believe is the best computer.

Some will write clever versions of Basic, some include built-in printers or cassette recorders. Some offer superb resolution graphics and vast amounts of memory.

The problem with all this is that if you change your micro you'll have to learn a new version of Basic. And all that software which you've bought over the years won't load into your new machine.

The way round this is to design a standard for a computer and let all the manufacturers make their own micros which all conform to this standard. This is MSX.

MSX stands for Microsoft Extended Basic which is the language used by each machine. The idea is that any hardware or software written for an MSX machine will run on any other. So any cassettes or cartridges will be interchangeable.

Manufacturers will be free to add their own special features if they wish, to make people buy their machine as opposed to any other. But the minimum standard is this.

The CPU is a Z80 with 322k of ROM holding the MSX system and the special Basic language. Each machine must have a minimum of 8k RAM though most in this country will have 32k.

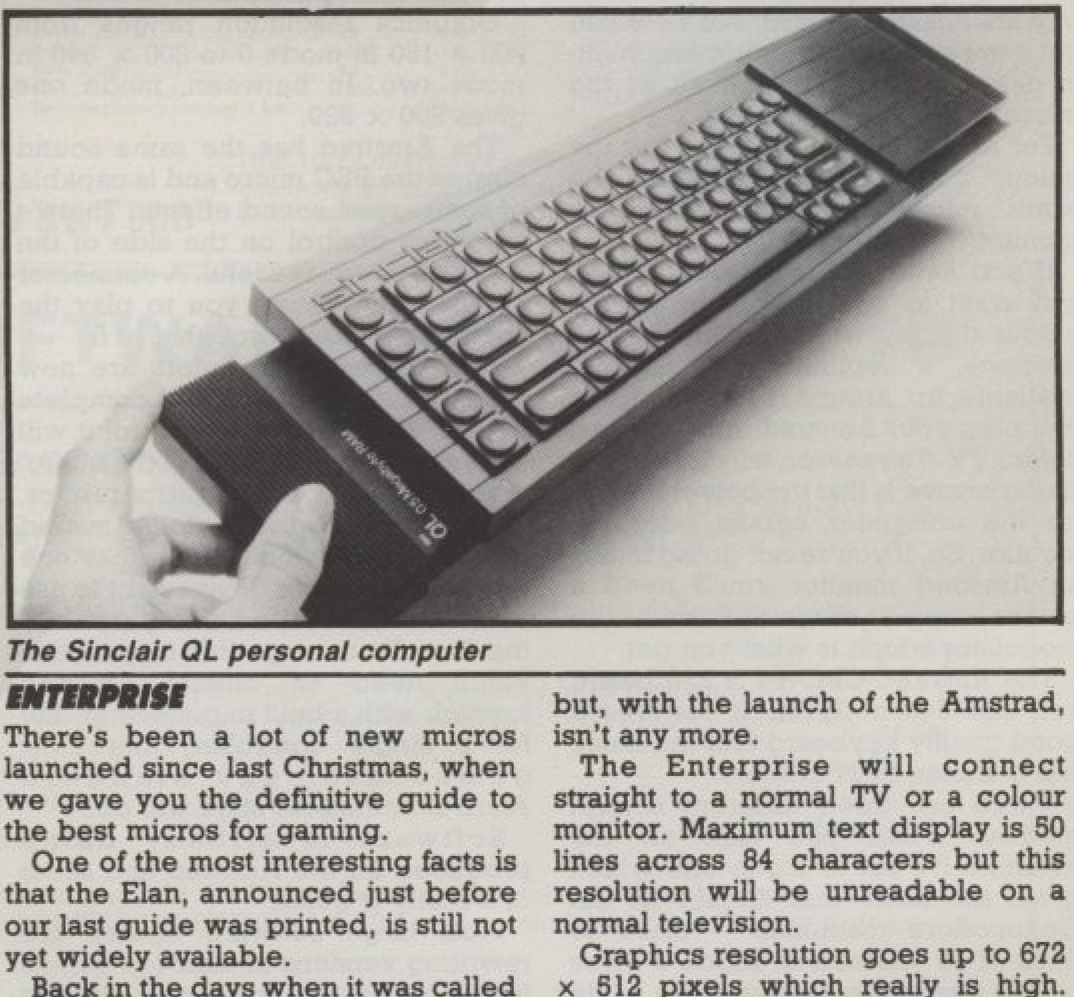
There's a ROM cartridge for software. Alternatively, you can get programs on cassette or disc. Graphics resolution is 256 × 192, which is the same as the Spectrum. Text is 40 characters and 24 lines which is the same as a BBC in mode 7.

The other similarity to the Beeb is the sound generator. There are three voices to choose from so you can play chords. There's also a fourth voice for percussion and noise effects.

A cassette interface is fitted, but a disc interface will cost extra. Joysticks are standard Atari types. Other extras are a circuit card to produce an 80 column display. An RS232 interface will also be made, as will disc and printer interfaces.

The first MSX micro to hit Britain is the Spectravideo, but the rest are from Japan. The first batch will include Sony, Canon, Hitachi, JVC, Mitsubishi, Sanyo, Teleton and Toshiba.

Toshiba's entry in the MSX race is known as the HX-10. This has a full 64k of RAM and will sell for £279.95.



The Sinclair QL personal computer

ENTERPRISE

There's been a lot of new micros launched since last Christmas, when we gave you the definitive guide to the best micros for gaming.

One of the most interesting facts is that the Elan, announced just before our last guide was printed, is still not yet widely available.

Back in the days when it was called the Elan, the claims were impressive. But the model on show at the 1983 PCW show was only a case and a keyboard — the amazing graphics displays were being done by a much larger computer connected to the TV which everyone thought was linked to the Elan.

Renamed the Enterprise, the machine isn't as unique as when it was first announced.

The machine is based round a Z80 chip — the same as the Spectrum and the Amstrad. It has 64k memory as standard, although the Enterprise 128 has twice that amount.

The actual machine with its keyboard looks more like an ink stain than a micro. It's not round but it's not square, either. At the front of this odd shape is a small joystick, although there are two connectors on the back for some normal sticks.

There are two special chips which have been designed just for the Enterprise. Instead of calling them by long, technical names they are known as Nick and Dave! Nick takes care of the video side which leaves Dave free to manage the sound. The brochure says that the Enterprise is the first micro to have stereo sound, which may have been true last year but, with the launch of the Amstrad, isn't any more.

The Enterprise will connect straight to a normal TV or a colour monitor. Maximum text display is 50 lines across 84 characters but this resolution will be unreadable on a normal television.

Graphics resolution goes up to 672 × 512 pixels which really is high. Let's hope that software will be produced which can exploit these characteristics.

If you like writing your own programs, the Enterprise has a good Basic with lots of useful structured programming commands.

But if you'd rather use it for more serious purposes, there's also a built-in word processor.

You can choose from a set of 256 colours and you can even have every colour on screen at the same time!

A computer without software is as

useful as a piano without any sheet music. You either have to write your own or do without. There's very little software around for the Enterprise at present, but this may change as the software companies start to write for it.

The only software mentioned in the Enterprise's advertising at the moment is a Tarzan-like game called *Jungle Jim* and a shoot-up called *Space Convoy.*

The machine is very expandable. There's parallel, serial and network interfaces built in, which means that you can link up to disc drives, printers and modems as they are announced. The machine includes a ROM cartridge connector.

AMSTRAD

If you buy a micro, then you'll usually need a spare TV and cassette recorder to use with it. It's not easy trying to interrupt the family's weekly dose of *Juliet Bravo* by pleading that you need the TV to play *Electro Freddy*!

One way of keeping the peace is to buy the Amstrad micro. For £229 you get a green screen monitor and built-in cassette recorder as well as the micro itself.

For another £100, you can get the colour model which features the same micro but with a colour monitor.

If you have just the green screen and want to take advantage of the colour display which the micro can produce, a separate modulator is available for around £40 which lets you plug your Amstrad into a normal colour TV. The reason why this part is so expensive is that the power supply for the computer comes from the monitor. So, if you're not going to use an Amstrad monitor you'll need a power supply combined with the modulator which is what you get.

The Amstrad CPC464 is Z80 based and has 64k of RAM. It features a good quality keyboard and the Basic has a choice of 27 colours.

There are three different screen modes. When you turn on the machine it's set to mode one which gives the same text display as the Commodore machines — that's 25 lines of 40 characters. Mode 0 gives just 20 characters on each line while mode two gives 80, as used for word processors. If you're using the TV modulator, though, you probably won't be able to read an 80 column display very well.

From the choice of 27 colours, the number you can have on screen at a time depends on which screen mode you're using. Having more characters on the screen means that more of the micro's memory is used up and you won't be able to have as many colours. If you'd rather use that area of memory to hold colours instead of text, then you can have up to 16 colours on screen at once, but only 20 characters per line.



Toshiba's MSX home computer

Graphics resolution ranges from 200 × 160 in mode 0 to 200 × 640 in mode two. In between, mode one gives 200 × 320.

The Amstrad has the same sound chip as the BBC micro and is capable of some good sound effects. There's a volume control on the side of the machine which is useful. A connector on the back allows you to play the sound, in stereo, through a hi fi.

Disc drives and printers are now available. A 3" disc drive complete with CP/M software to control it will add only £149 to the cost of the micro.

The DMP-1 is a dot matrix printer. Also available is the custom Amstrad joystick. The machine only has one joystick connector. If you want to use two, then the second one plugs into the first. To manage this clever feat, you'll need an official Amstrad joystick with a built in connector. But for a single controller, like most games use, any standard Atari/Commodore stick will do.

Software is already being produced for the Amstrad and some of it really is good.

Most large software houses are rewriting versions of their top games for the micro and some new classics will certainly be launched for the Christmas market.

THE SINCLAIR QL

When it's finished, the Sinclair QL will be one of the best micros around. Its heart is the new 68008 CPU and it's the first machine to use it.

For £399 you get the micro itself which has a whopping 128k of RAM and 48k of ROM, most of which sticks out the back if you have an early version of the machine.

The QL is the only home micro which doesn't have a cassette interface fitted which means that you can't store programs on cassette. Instead, the machine makes full use of Sinclair's new microdrives. The QL has two drives built in.

The high resolution graphics display means that 32k is used just to store the contents of the screen, leaving 96k available for programming. A microdrive cartridge will store around 100k so, if you have a long program and lots of data, you'll only be able to fit one copy of it on a cartridge.

The QL uses yet another new Sinclair version of Basic, this time named SuperBasic.

There are lots of commands and programming is quite easy even if the machine doesn't run as fast as it should.

You can program the QL in machine code and there are a few books to show you how. But be warned that machine code in general is not easy and 68008 machine code is probably not the best place to start.

There aren't many games around yet for this machine, mainly because Sinclair kept redesigning the ROM and the software houses dared not release any software in case it wouldn't work with newer QLs!

All that I've seen so far is a 3D chess program with some marvellous graphics, and a couple of Adventures from Talent Computer Systems. I'm sure that much more will follow, though.

Turn the page to crack the code of computerspeak.

ZOOMSOFT

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PERSONAL CALLERS WELCOME

If you're looking for a micro, then you probably have a whole heap of brochures which you've picked up at various shows and computer stores.

In among all those bold advertising claims and clever headlines, you'll usually find a panel of technical specifications. The brochure may say that it's only worth reading if you're an experienced user and you know all the right terms. Don't you believe them.

Those few paragraphs will tell you more about the machine than the rest of the glossy brochure, so don't be put off by all those clever sounding words. This, in plain English, is what they mean . . .

COMING NEXT MONTH . . .

Everything you wanted to know about Commodore's two new micros, the 16 and the Plus 4.

All this and how to find your ideal micro.

JUGGLING WITH THE JARGON

Sound Sound effects during games can only be as good as the machine is capable of producing.

Some micros have more than one voice which means that they can make more than one sound at the same time. This is just like the difference between a trumpet and a piano. The number of different notes which can be made is often measured in octaves. One octave is eight notes.

Text Resolution Resolution means splitting something into its separate parts. Text resolution is how many letters of numbers you can get on one line on the screen.

Some micros have different screen modes which means that you can have a choice of 20, 40, 64 or 80 characters per line.

The higher the resolution, the more characters and the smaller they are which makes them harder to read unless you have a good monitor or an exceptional TV. But word processing programs will need at least 80 characters to give a realistic display.

Graphics Resolution You hear a lot about hi-res at the moment. This is short for high resolution graphics and refers to the number of dots over which you can have individual control.

On some micros the graphics resolution is 672 × 512 which means that there is a total of 344064 dots on the screen which go to make up the display.

The higher the resolution, the better the graphics you can produce. But the machine needs somewhere to store all those dots so that it knows which are set to black and which are set to white. This will take up various amounts of the micro's memory.

Memory Your computer needs somewhere to store your program as you type it in.

You've probably noticed that, if you turn off the computer, the program you were typing in will have disappeared when you turn the machine back on.

This is because your program is held in RAM. This stands for Random Access Memory and it's where all the program and its variables are stored.

Each time you add a new line to the program, you are changing the contents of the RAM so it needs to be able to cope with this constant changing.

When you turn on a micro, you get a message on the screen and you are now ready to program in Basic. But surely that message can't be held in RAM otherwise it would be lost each time you turn off the machine? And how does the computer know how to run the Basic language for you to write your programs?

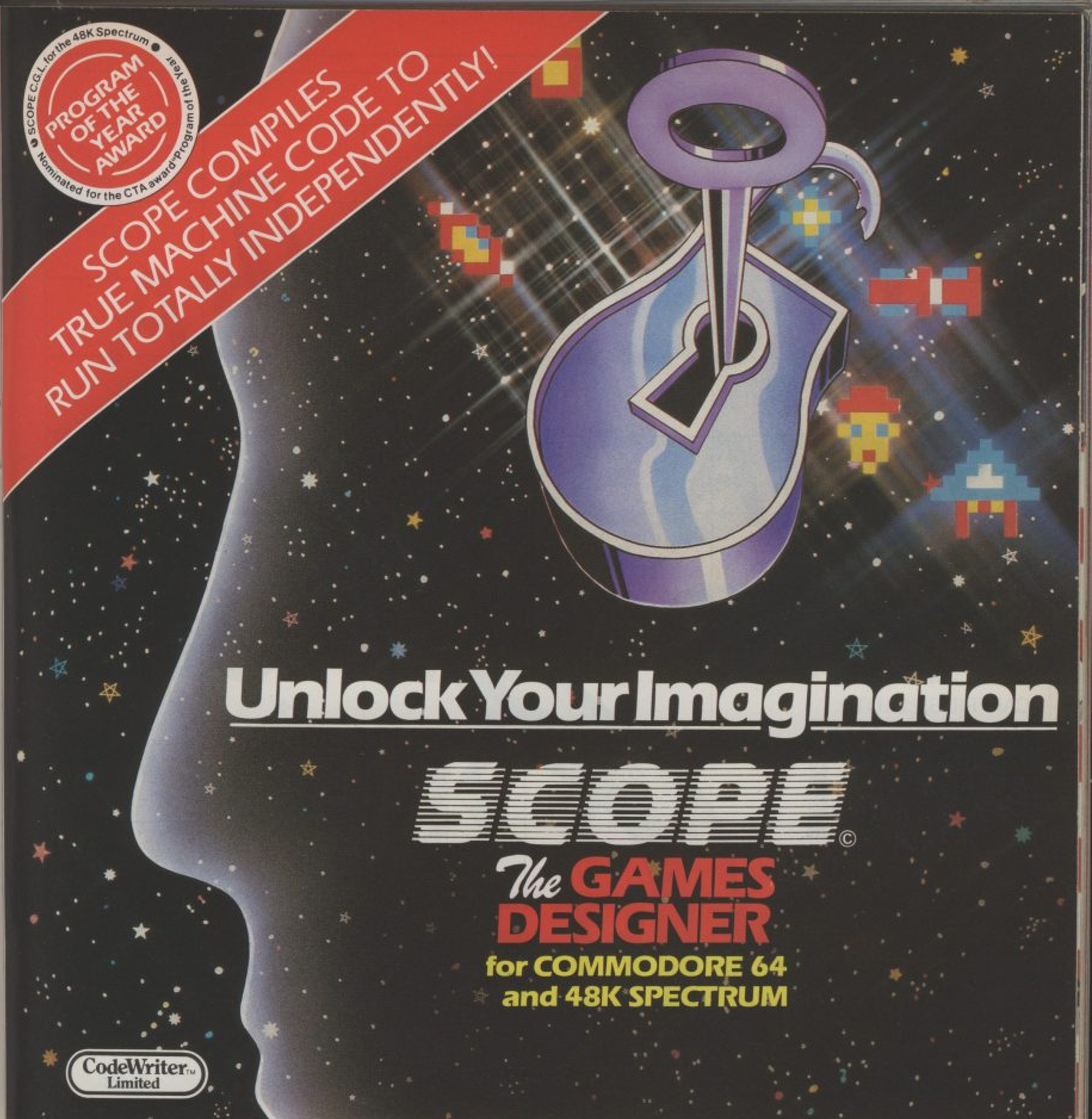
There's obviously another type of memory which stays the same even if you turn off your computer. This is called ROM and stands for Read Only Memory. This means that you can read it (see what's inside) but you can't write to it (alter it). Its contents are fixed into a chip when the computer is built and they cannot be altered.

Expansion Expanding your micro means adding disc drives, printers, modems, extra memory and the like. Some computers will have sockets which you can plug a disc drive or printer straight into. Some will need expensive interfaces to convert the computer so that it can cope with the new device.

Basic This is the language in which most home micros are programmed.

You'll get a manual with your machine which explains a little about the features of that particular version of Basic.

You can also program in machine code which, although harder to write, will produce programs with a more professional appearance.



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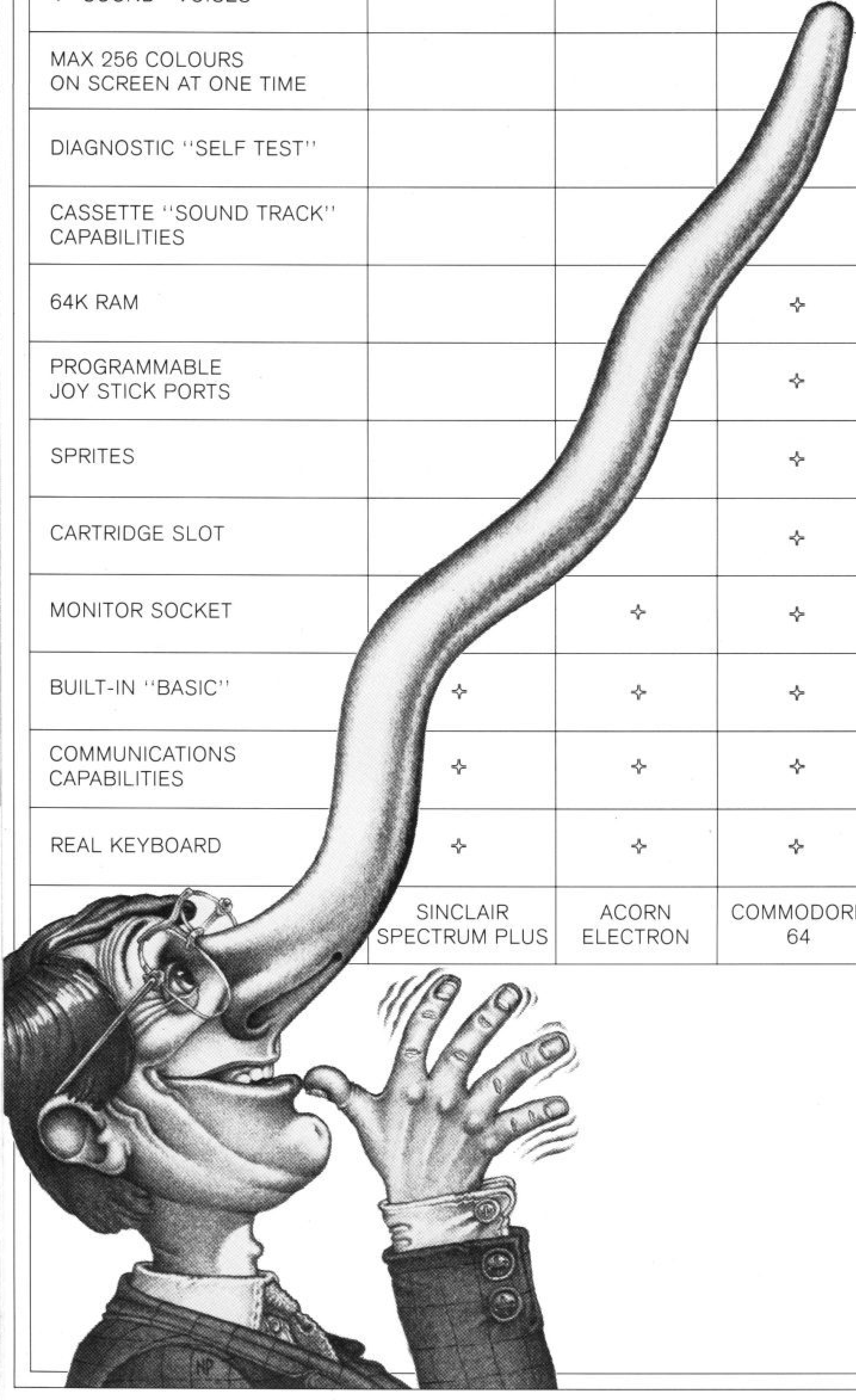
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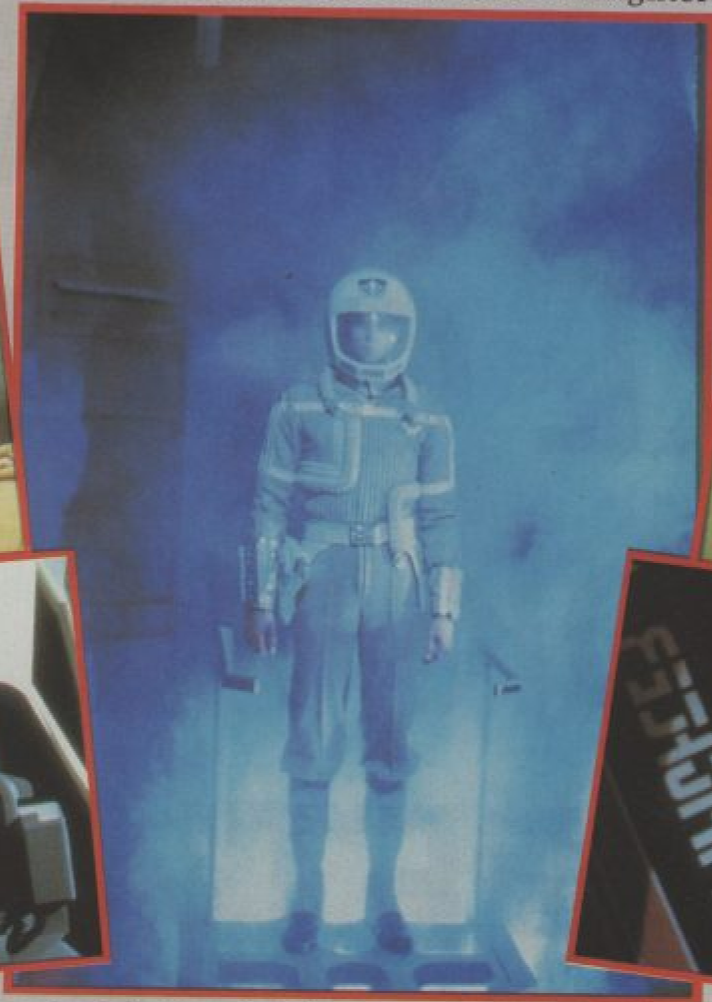
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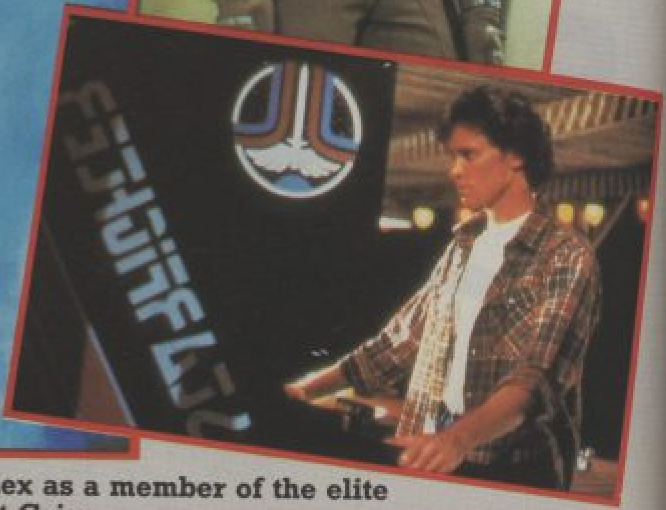
FEATURES	SINCLAIR SPECTRUM PLUS	ACORN ELECTRON	COMMODORE 64	ATARI 800XL
4 "SOUND" VOICES				✧
MAX 256 COLOURS ON SCREEN AT ONE TIME				✧
DIAGNOSTIC "SELF TEST"				✧
CASSETTE "SOUND TRACK" CAPABILITIES				✧
64K RAM			✧	✧
PROGRAMMABLE JOY STICK PORTS			✧	✧
SPRITES			✧	✧
CARTRIDGE SLOT			✧	✧
MONITOR SOCKET		✧	✧	✧
BUILT-IN "BASIC"	✧	✧	✧	✧
COMMUNICATIONS CAPABILITIES	✧	✧	✧	✧
REAL KEYBOARD	✧	✧	✧	✧



THE LAST STARFIGHTER

Greetings earthlings! I have travelled far across the universe to bring you the story of *The Last Starfighter* — the only member of your race to join the elite squadron of space aces from the planet Rylos. We of the planet Rylos thought you should know of his triumph. That is why I have braved the dangers of space to bring you this report and videogram which tells the tale of *The Last Starfighter*.

Scenes from the movie, *The Last Starfighter*, showing Alex as a member of the elite Starfighter squadron and his co-pilot Grig.

THE GRAPHICS



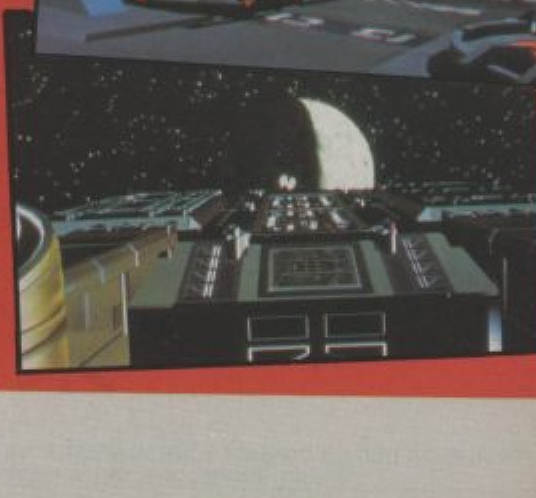
Earthlings everywhere will be stunned by the incredible computer generated graphics featured in *The Last Starfighter*. For the first time the magic of space has been recreated by computer graphics simulation — and not with lots of Airfix models!

Around 21 minutes of the film features graphics produced by Digital Productions of Los Angeles — the people who also brought you the animated sequences in Walt Disney's *Tron*.

The Last Starfighter called on Digital Productions to produce 230 individual scenes — including the stunning Gun Star sequences and the amazing massed starships of the Ko-Dan armada.

Another computer generated scene, Centauri's sky-car blasting away from earth — featured on our front cover this month — was also created by Digital's super computer using a process called Digital Scene Simulation. Americans have a way with words don't they!

You can see more examples of the special effects on this page — and watch this space for a feature on Digital Productions.



Wouldn't you be nervous sitting next to that?

Imagine. One minute you are playing your favourite video game – the next you find yourself kitted out in space gear flying off to do battle with a bunch of evil smelling aliens!

Neat eh? It must be every vidiots ultimate fantasy. To actually find yourself in control of a hi-tech space fighter in the thick of an alien battle fleet. The lone survivor fighting for the future of the universe against enormous odds — and still getting home in time for tea.

That dream has been brought to life in the latest science-fantasy movie to hit the silver screen. It's called *The Last Starfighter.*

As well as being great entertainment *Starfighter* features some of the most stunning "state of the art" computer animation sequences yet seen on film. But more of that later — first on with the plot.

Alex Rogan is a young American with big ideas. He wants to escape his home and family, who live in a small trailer-park somewhere in the middle-of-nowhere, USA, and DO something with his life!

At the start of the film escape is the main thing on Alex's mind — that and his attractive girlfriend Maggie.

Things get tough for Alex when first his mother demands that he stay and help her around the trailer park instead of going off on a picnic with Maggie and a bunch of friends. Alex suffers another disappointment when the local bank says he can't have the loan which would have taken him away to college.

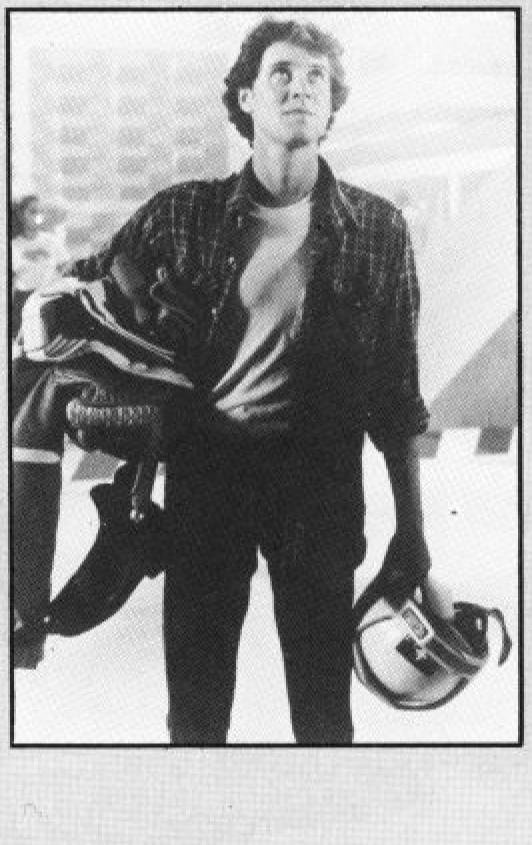
So, after he's finished his chores, Alex seeks a bit of enjoyment by playing the park's Starfighter video machine. And, as in all good fairy-tales, he breaks all previous records scored on the machine. All the residents of the park gather round to watch him beat the machine and cheer him on. Just like *C&VG's* arcade championships really!

Alex cheers up a bit after this — only to hear Maggie say that she doesn't think she'll be able to leave the park with him if and when he goes. Oh, well, that's life, I guess.

Later that night Alex is prowling around the park when a very strange car pulls up at the entrance to the park. The driver introduces himself as Centauri, the inventor of the Starfighter machine — and he's looking for the person who broke the record on his machine. Surprise, surprise!

Disobeying all those warnings about getting into futuristic looking cars with strange men, Alex climbs into the car and soon finds himself zapping along the highway at 300 mph!

Alex Rogan, the hero of the film.



Alex is more than a little concerned when the car suddenly transforms itself into a flying machine and blasts off through the atmosphere — leaving the trailer park and Earth far behind. Well, he wanted to escape didn't he?

Soon Alex finds himself on the planet Rylos, where he finds out that his talent on the arcade machine has qualified him for a place among the elite Starfighter squadron — who at that very moment are about to set off on a do or die mission against the evil Zandozans who have a huge battle fleet poised to strike at Rylos.

Now this is where Alex starts to have second thoughts. And somewhat ungratefully decides he wants to go home. Centauri isn't pleased. But as Earth isn't yet part of the Star League, the video-inventor is persuaded to take Alex back.

Meanwhile . . . back at the trailer park. Centauri has arranged for a nice Beta unit — better known to earthlings as an android — to replace Alex. He looks the same - but isn't quite sure how to behave as an earth-being, and has a lot of trouble with Maggie when she starts becoming affectionate one night under the stars. Stupid robot!

Meanwhile . . . back on Rylos. The evil Zandozans, led by Xur, a refugee from the *Dr Who* special effects department, have mounted an attack on the Starfighter base — wiping out all the top space aces in one blow! Alex is the only one left. And the Zandozans want his blood.

An evil smelling "hit-beast" is sent to earth to get Alex — who has just returned to find that he has been replaced by a Beta unit. The "hit-beast" attacks and Centauri is wounded. All this persuades earth-Alex that he should get back up there and blast a few of these horrible creatures, leaving android-Alex to look after Maggie.

Centauri just makes it back to Rylos before moving on to another dimension, and Alex is left in the care of a lizard-like alien called Grig. Together they take one of the last Gun Stars, a sophisticated spacefighter, and set off to stop the Zandozan invasion.

"I've always wanted to fight a battle against incredible odds," says Grig enthusiastically as they streak toward the Ko-Dan armada. He gets his wish — and we get a great movie!

The Last Starfighter is an entertaining and highly amusing film, packed with great special effects. It opens in London on December 12th — and goes on general release around the country shortly afterwards. Don't miss it!



Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

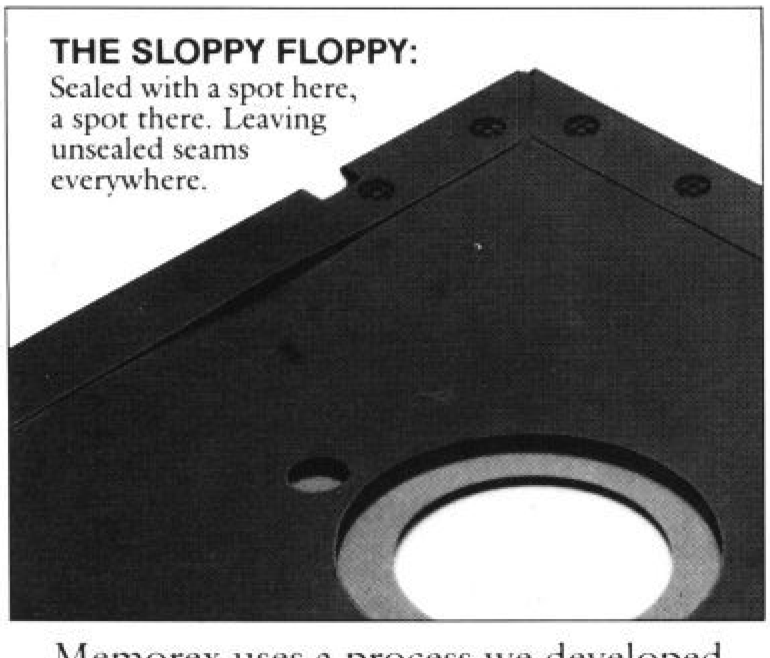
Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

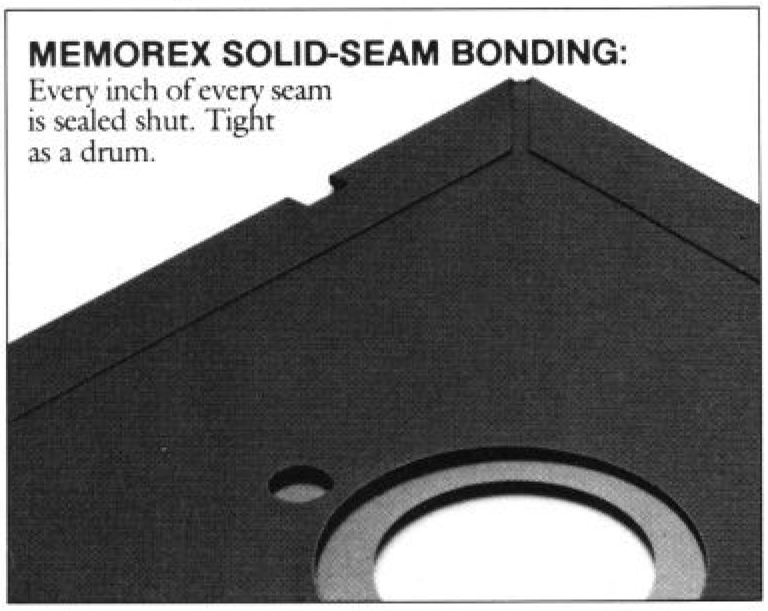


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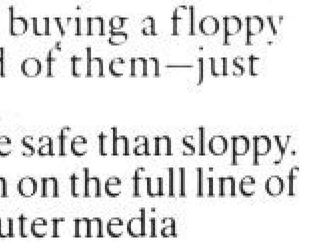
Which proves that a Memorex floppy disc isn't equal to all the others. It's better.

Solid-Seam Bonding is just one example of the extra care that goes into every Memorex floppy disc. Be it 8," 5¼" or the new 3½." Extra care that lets us guarantee every Memorex disc to be 100% error-free.

The next time you're buying a floppy disc—or a few hundred of them—just remember this:

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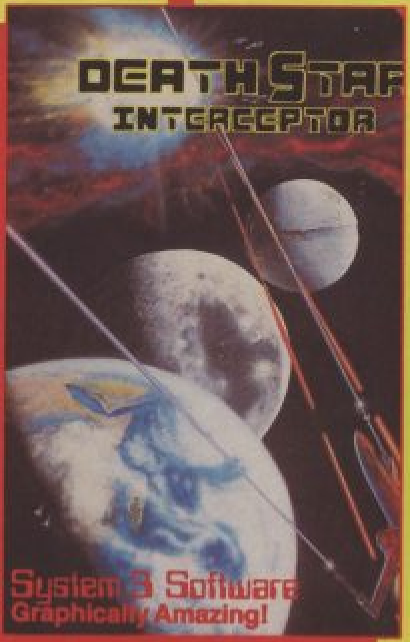
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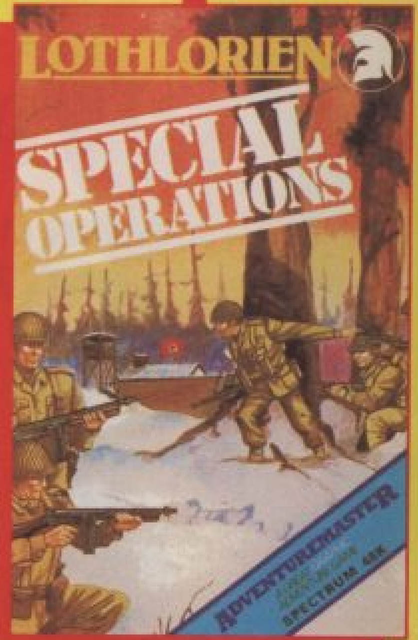
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SOFTWARE TOP 30









THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
					(Also Available on)								
1	1	4	DALEY THOMPSON'S DECATHLON OCEAN	SPECTRUM	●		●						
2	2	2	ELITE ACORNSOFT	BBC								●	
3	2	5	DALEY THOMPSON'S DECATHLON OCEAN	COMMODORE 64	●		●						
4	4	2	BEACH-HEAD ACCESS/U.S. GOLD	SPECTRUM	●		●						
5	7	4	MONTY MOLE GREMLIN GRAPHICS	SPECTRUM	●		●						
6	6	16	JET SET WILLY SOFTWARE PROJECTS	SPECTRUM	●		●						
7	5	2	SHERLOCK HOLMES MELBOURNE HOUSE	SPECTRUM	●								
★8		1	JET SET WILLY SOFTWARE PROJECTS	COMMODORE 64	●		●						
9	8	8	FULL THROTTLE MICROMEGA	SPECTRUM	●								
10	20	3	FRANK. N. STEIN P.S.S.	SPECTRUM	●								



7	5	2	SHERLOCK HOLMES MELBOURNE HOUSE	SPECTRUM			
★8		1	JET SET WILLY SOFTWARE PROJECTS	COMMODORE 64	●		●
9	8	8	FULL THROTTLE MICROMEGA	SPECTRUM	●		
10	20	3	FRANK. N. STEIN P.S.S.	SPECTRUM	●		
11	17	2	CHILLER MASTERTRONIC	COMMODORE 64			●
12	15	2	KOKOTONI WILF ELITE	SPECTRUM	●		
13	27	10	BEACH-HEAD ACCESS/U.S. GOLD	COMMODORE 64	●		●
★14		1	DARK STAR DESIGN DESIGN	SPECTRUM	●		
15	12	10	LORDS OF MIDNIGHT BEYOND	SPECTRUM	●		
16	13	10	SABRE WULF ULTIMATE	SPECTRUM	●		
★17		1	HUNTERKILLER PROTEK	SPECTRUM	●		
18	21	9	TORNADO LOW LEVEL VORTEX	SPECTRUM	●		
★19		1	ZAXXON ACCESS/U.S. GOLD	COMMODORE 64			●
20	11	3	DEATH STAR INTERCEPTOR SYSTEM 3	COMMODORE 64			●
★21		1	QUO VADIS THE EDGE	COMMODORE 64			●
22	23	2	CHESS PSION	SPECTRUM	●		
★23		1	DANGER MOUSE CREATIVE SPARKS	SPECTRUM	●		
24	16	2	CHEQUERED FLAG PSION	SPECTRUM	●		
★25		1	ALCATRAZ HARRY MASTERTRONIC	SPECTRUM	●		
★26		1	FALCON PATROL II VIRGIN	COMMODORE 64			●
★27		1	HECTIC MASTERTRONIC	VIC 20		●	
28	19	4	MONTY MOLE GREMLIN GRAPHICS	COMMODORE 64	●		●
★29		1	INTERNATIONAL SOCCER COMMODORE	COMMODORE 64			●
★30		1	ARABIAN NIGHTS INTERCEPTOR MICROS	COMMODORE 64			●

★NEW

Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
Information compiled by N.O.P. Market Research Ltd.

SPECTRA IMPORTS STOP PRESS

The cold weather must have affected our sanity. Our bank managers and accountants have turned their back on us, at selling these items at such ridicuously low prices. We have been warned that these prices will make us bankrupt. But we are willing to take the gamble and have this once in a lifetime sale in November and December. As all items listed below must be sold before January 1st 1985.

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Doomdark's Revenge Part 1

Fighting Fantasy is the name given to a new kind of book which allows you to take over the role of hero or heroine.

Big in the best-seller charts, these books give you the situation and some possible solutions and then ask you to choose what the hero does next. Then you turn to the appropriate number and find out the consequences of your action.

For this issue and the next two months, *C&VG* will be presenting a Fighting Fantasy style trilogy. It is based on **Beyond Software's** chart-topping *Lords of Midnight* trilogy.

Part one of the Fighting Fantasy is called *To the Frozen Gates.* It takes up the story from the killing of Doomdark the Witchking at the Citadel of Ushgarak and unfolds the circumstances which lead to the second title in the trilogy, *Doomdark's Revenge.*

The story has been written by Beyond's Clive Bailey — who has written the adventure story novel *Terrors Out of Time,* published by Methuen — and former *C&VG* editor Terry Pratt.

At the end of part three we will ask you three questions relating to the novel's games. The first question is at the end of this story. Note your answer down to enter in the third issue.

PART 1: TO THE FROZEN GATES

CHARACTERS:

Luxor the Moonprince — a brave and mighty Lord of the Free, worth 50 men in any battle. His Moonring gives off a warmth which stirs the heart of true warriors but creates confusion among those of evil intent.

Tarithel the Dreamer — the daughter of the Lord of Dreams. A member of the elfish Fey race and able to blend in with most natural landscapes, particularly at home among woods and forests.

Rorthron the Wise — a member of the ancient ruling race of knowledgeable and magical men whose towers dot the landscape of the Land of Midnight.

1,000 Riders of the Free — brave warriors who have already followed Luxor into battle against the dread Doomguard of Doomdark, former Witchking of Midnight.

THE QUEST:

Luxor's son Morkin has been spirited away to the lands above Midnight. This land is known as Icemark and can only be reached by the Frozen Gates which have been closed for millenia.

The ultimate quest is to push through to Icemark and rescue Morkin from the clutches of Shareth the Heartstealer.

In Part 1 you must attempt to bring Luxor and his 1,000 riders and Tarithel the Dreamer together and then to follow Rorthron's path to the Frozen Gates.

THE LAND OF MIDNIGHT:

The quest takes place in the Land of Midnight after the defeat of Doomdark the Witchking at the battle of Ushgarak. Although Doomdark is defeated it is still a treacherous land, with ravaging packs of wolves, the evil little Skulkrin warriors, dragons and ice trolls. Its mountain ranges are forbidding, its lakes deep and forests tangled. And the land is full of ancient and mysterious monoliths, henges, caverns and ruins.

Illustrations: Gary Blatchford

THE RULES

In this adventure you take command of Luxor, the Moonprince and his command of 1000 cavalry — brave warriors of the Free. You must think like Luxor and take his part in the battles to come. To play "To The Ice Gates" you will need one six-sided die, a pencil and an eraser. You should also familiarise yourself with these simple rules: —

BATTLES

The route across Midnight is perilous. If you are obliged to fight a single combat with Luxor or a mass action with his cavalry command, roll the dice against the SKILL factor. If the number rolled is equal to or less than the SKILL factor, the attack is successful. If the number rolled is greater than the SKILL factor, the attack fails.

DAMAGE

If an attack is successful, the attacker inflicts damage upon the opponent's STAMINA. In general one point of Stamina or 10 men will be lost. However, certain characters, like Luxor, are armed with fearsome weapons which destroy more than one point of STAMINA on a successful attack. When a character's STAMINA points fall to zero, he dies. When a group of soldiers lose their last 10 men, all are slain.

EXAMPLE

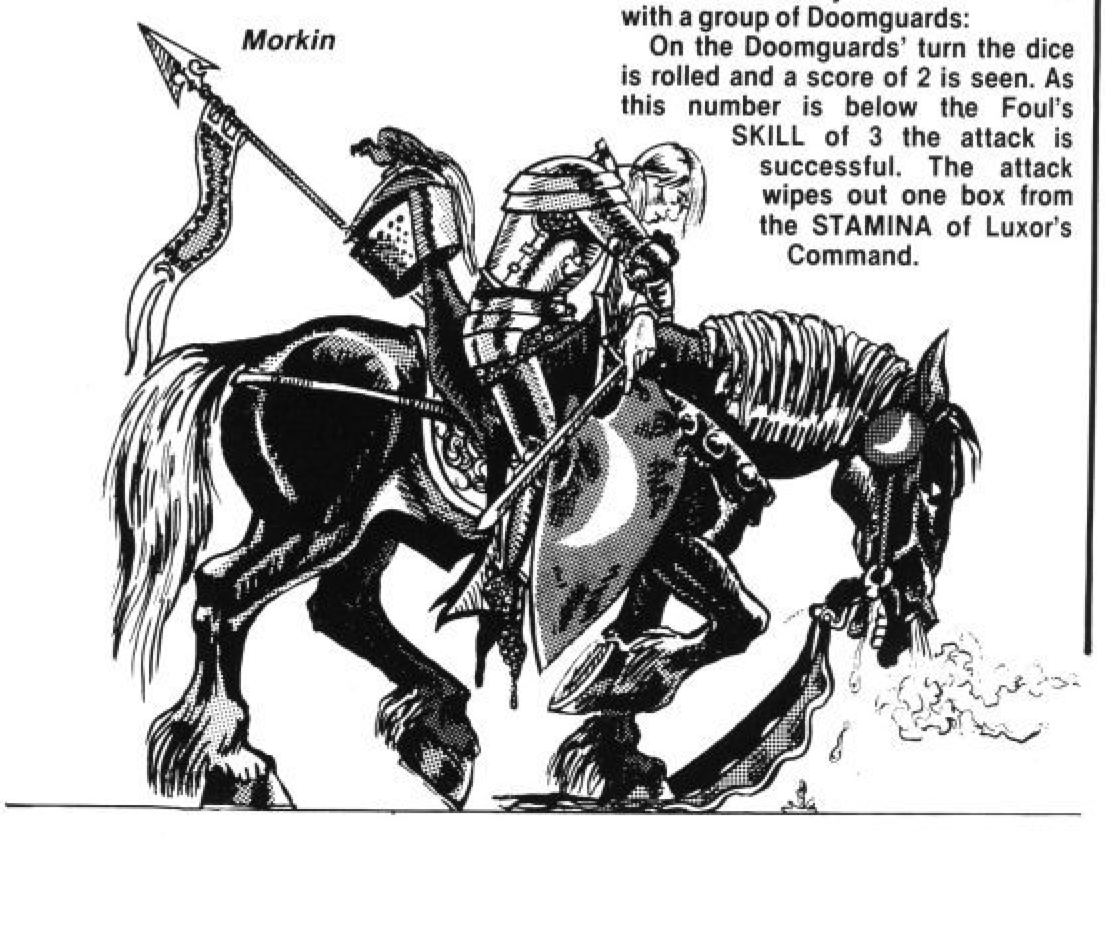
Luxor the Moonprince battles with Halberg the Foul:

On Luxor's turn the die is rolled and a score of 3 is seen. As this is below Luxor's SKILL of 4 the attack is successful. Moonsliver, Luxor's sword, slices 2 points from Halberg's STAMINA.

Luxor's Cavalry command battles with a group of Doomguards:

On the Doomguards' turn the dice is rolled and a score of 2 is seen. As this number is below the Foul's SKILL of 3 the attack is successful. The attack wipes out one box from the STAMINA of Luxor's Command.

Morkin



PROVISIONS
During the adventure Luxor may be presented with food by grateful subjects. Record these gifts by ticking one or more of the PROVISION boxes on the PLAYER CHART.

GETTING STARTED
To begin "To The Ice Gates" turn to entry one and follow the instructions.

SCORING
To score the game give yourself 10 points for every surviving point of stamina Luxor has. Take two points off for every group of 10 warriors which were lost en route and add 15 points for every treasure you have with you when you meet Rorthron (including the Moonring).

Obviously in these games it is all too easy to sneak a look elsewhere and take advantage of inside knowledge. We hope you'll do the decent thing and play through and see what kind of score you get. Should you come up against the dreaded, "The quest is over" message we'll let you start again. As a scoring chart we offer the following: –
140+ amazing. 120-140 excellent. 100-120 good. 80-100 average. 60-80 could be better. Under 60 — don't call us!

Finally, on the third part of the fighting fantasy we'll ask you to choose between three questions on each part of the quest. This issue Rorthron asks you the question.

1) You, Moonprince of misused Midnight, are beset by anxieties. Only a few moons have passed since you rid Midnight of its foul ruler, the Witchking Doomdark, who had turned the land to perpetual winter.

Just yestereve you were reunited, amid joyous celebration, with your brave son Morkin, who had announced his intention to marry Tarithel, enchanting daughter of the Lords of Dreams.

The Forest of Dreams had rung with the clamour of jubilation. The many Lords and warriors, homeward bound after the triumph over Doomdark in Ushgarak, had made merry and the people of Midnight had realised their newfound freedom from tyranny, possibly for the first time. That was yesterday.

Then, last night, a great and fell storm had come upon the forest, rending the trees with its flashing lightning, lashing the Citadel of Dreams with its deluge and turning pleasant smalltalk into uneasy rumour. You awoke from a slumber filled with dark dreams in which your old friend Rorthron the Wise had appeared and bid you hurry north for some new danger threatened Midnight. While you pondered on how real and urgent the visitation had seemed, word was brought to you that Morkin had disappeared in the night and that his bride-to-be, Tarithel, was spotted mounting her horse and riding off into the aftermath of the storm first thing that morning.

Gathering 1,000 of your most brave and gallant warriors you decide to ride out in search of Morkin, believing that his disappearance holds the key to this new malaise which seems suddenly to have come upon Midnight.
● Go to 36

PLAYER CHART

LUXOR THE MOONPRINCE

SKILL: 4 STAMINA: 12 (   )

MOONSLIVER THE SWORD CAUSES 2 POINTS OF DAMAGE TO AN OPPONENT'S STAMINA

PROVISIONS
( ) ( ) ( ) ( ) ( ) ( )

POSSESSIONS

	YES	NO
THE MOONRING	☐	☐

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....

LUXOR'S CAVALRY COMMAND

SKILL: 4
CAUSES 1 BOX OF DAMAGE PER TURN

STAMINA

10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10

2) With obvious ill-humour the men dismount, still listening to the rantings of your reluctant host above.



After several hours the crash of thunder subsides and the rain lessens. You urge your captains outside to get the men remounted and back on the quest. But, at a roll-call outside, it quickly becomes obvious that several have entered caves and not reappeared. You have lost 20 men from Luxor's cavalry command.
● Do you now follow the path on towards the village? Go to 15
● Or head back the way you came? Go to 37

3) He slits your throat. The quest is over.

4) The lake spreads out before you.
● Do you cross at a gallop, all at once? Go to 43
● Do you dismount and lead the horses? Go to 9

5) You ride on next morning towards the great frosted mountains. Crossing your path, through some hillocks, you see a huge man with a great helm and a frosted beard. He rides a mighty sledge through the covering of ersh and this is drawn by two huge white bears.
● Do you hail him to talk? Go to 31
● Do you ignore him and ride on? Go to 24

6) You pass by beneath the rocks unharmed, except that a drip of some foul-smelling blood falls upon you from above.
● Go to 33

7) A foul stench fills the tent as the casket creeps open. Inside is a pulp, recognisable as your old adversary only by the helm he wore when you felled him and that black cloak.

Beside the corpse lies a crystal ball.
● Do you take it? Go to 13
● Or leave it and burn the casket? Go to 35

8) Arriving at the White Fang, you are hailed by Rorthron who waits at the base of the mountain.

"I have grave tidings. Morkin has been spirited away into the Land of Icemark to the north. He is the prisoner of Shareth, Doomdark's daughter, and I fear for him. To rescue him we must go through the legendary Frozen Gates — but first I need to find a spell to open them. Something will come to me, I'm sure."

"I have something for you," grins Rorthron. "A friend of mine told me you had lost it." He drops the Moonring into your hands.
● Go to 50

9) The ice holds and you are safely across. You are cheered loudly by the troops who vow they will follow you anywhere. But you have paid a price — during the crossing you lost the Moonring from your finger.
● Go to 38

10) The company passes by unharmed and then a voice grates from above. "Moonprince." "Who hails me?' you reply. "Never ask questions in a mountain pass, Moonprince. Time is not on your side and neither are the mountains. Indeed I am more foe than friend and I am your only friend here."

Still there is no sign of a body behind the voice. Shouting your thanks you move on. Suddenly something falls down from above, tinkling against the rocks on the way. One of your men brings up the Moonring. "This fell from above Sir."
● Go to 33

11) The ledge leads you on towards a distant rope bridge hanging over the gorge. When you get there you note that the bridge seems in surprisingly good repair which is as well for the gorge yawns deep and wide. On the far side another path can be seen disappearing off to the north east. On this side of the gorge the ledge widens to accommodate a few scant holly bushes before continuing on.
● Do you avoid the bridge and continue on this side of the gorge? Go to 26
● Do you decide to cross the bridge as promptly as possible? Go to 39

12) Seeing Ushgarak caught in the sunlight reminds you of how you last left it. After the battle outside the Citadel. When the Lords Mitharg, Shimeril and Xajorkith with 3,000 riders and 2,500 warriors attacked alongside you from the south. With Farflame the Dragonlord, Rorthron and the Lords of Gard and Gloom racing in from the west with 4,000 men. And brave Corleth and his Fey compatriots, Thrall, Dregim and the Whispers coming from the East, with the bright Lord of Dreams in his silver armour following in their rear. Ushgarak had been breached and the Free rampaged through its dank passages.

And as Doomdark himself had hurled a cold mist around the ramparts and struck new fear into their hearts and raised the spirits of his own troops, then suddenly he had clutched at his heart in full view of all, as in far-off Mirron, Morkin had cast the Ice-Crown into the depths of the Lake destroying it forever beneath enchanted waters. Now here was deserted Ushgarak, bathed in rare sunlight and the memories come flooding back.
● Go to 19

13) A cloud of fine mist billows from the corpse's nostrils. It freezes your hand where it touches it, but still you grab the crystal and haul it away. The corpse is suddenly animated and attacks you with a poison-tipped sword.

The creature has a high skill of 5, but it is barely flesh and bone and has a low stamina of 3. The poisoned sword causes 2 points of damage. The corpse of Doomdark strikes first and will fight until it is slain. If you are killed the quest ends here.

If you win you have the crystal ball and burn the tent, corpse, coffin and all. (Note the crystal ball on your player chart).
● Go to 46

14) Waiting until nightfall, you order your men to dismount and approach the village. Your scouts have already indicated that the Doomguard are not numerous and most seem to be the worse for drink pillaged from the village. They are also careless and have not mounted any kind of guard. Your men rush in taking the Doomguard warriors by surprise. Many are even without their weapons and resistance is scant.
● Turn to 21



Rorthron the Wise

15) You ride on and see a small and quiet village set on the edge of the forest. The rain is pelting down on the village square and the houses and village hall look inviting.
● Do you enter the village and proclaim yourself to the elders, requesting shelter? Go to 22
● Will you ride around the village and brave the storm? Go to 42

16) The next day brings you to a frozen lake, stretching out on either side of you for as far as the eye can see.
● Do you go around the lake because the ice looks unreliable? Go to 44
● Do you decide to go straight across? Go to 4

17) The boulder rolls out across the bridge which promptly collapses, leaving its moorings on this side of the gorge to crash against the other. The boulder itself plummets to the bottom of the gorge where fell creatures rush out from concealment to investigate its noisy appearance.
● You congratulate yourself and go on. Go to 26

18) Clenching the sword tightly, you approach the back of the cave. It is dark here and the rustling noise comes again. Looking down into the gloom around your feet, you see a huge rat staring up at you from the body of a man. The man was obviously the Ice Troll's last meal and is two weeks beyond saving. Then behind him you notice a strangely carved head. It glows slightly in the gloom and, as you raise it up, the cares of the quest fall from your shoulders and you feel ready to take on Doomdark once again — were he still alive. Rejuvenated and pocketing the peculiar power-head, you emerge into the sunlight and the cheers of your men. (Note that you have the power-head on your player chart).
● Go to 26

19) Following on to the north and dipping into a valley, a camp is laid before you. The tents are black and sport the cold eye and red hand of Doomdark's emblem.
● Will you skirt the camp? Go to 35
● Or will you order the charge down into the Foul remnants? Go to 41

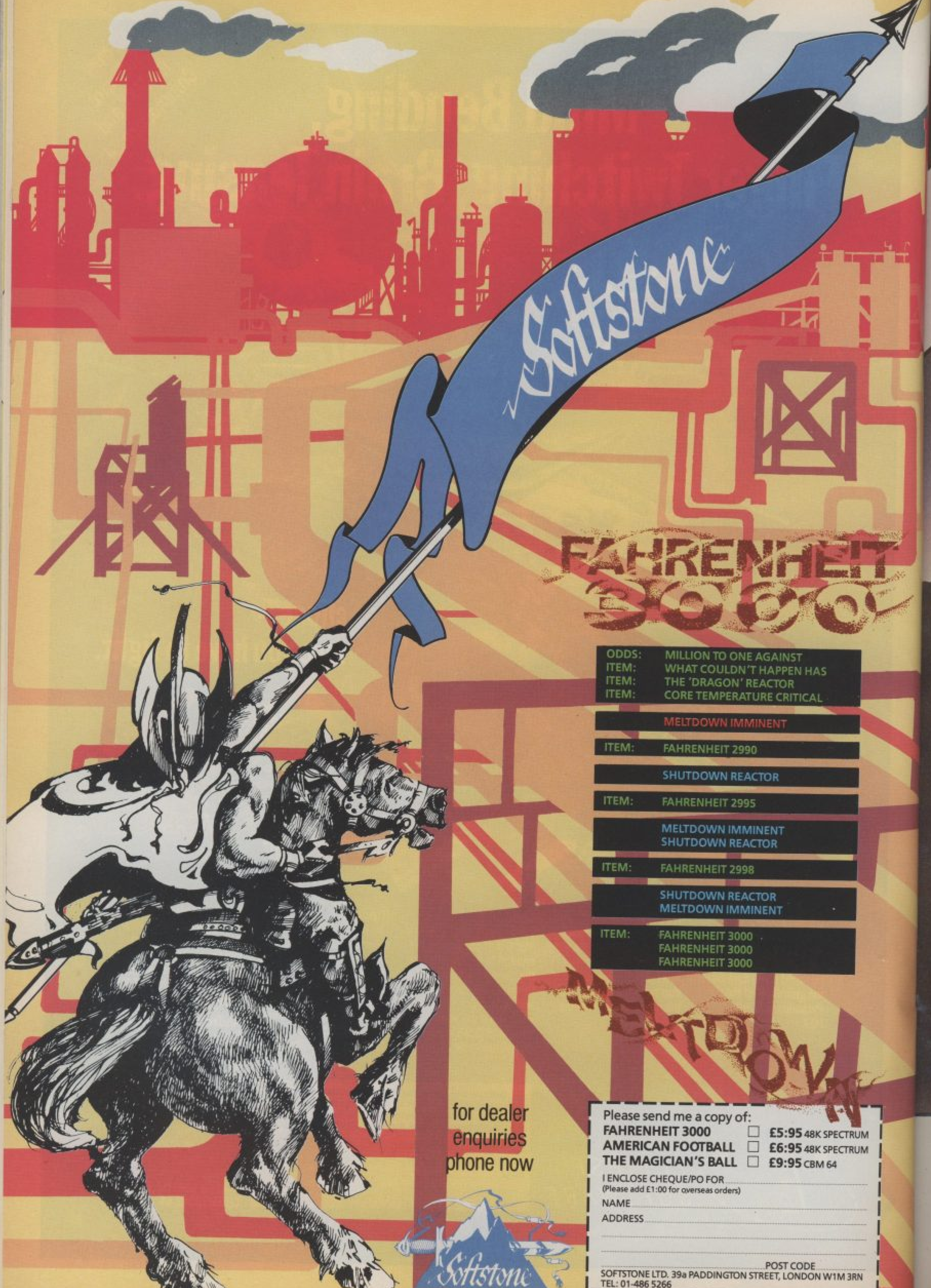
20) Do you have the Moonring? If so go to 49.
● If not go to 8.

21) Back in their village, the elder takes you down into a hidden passage beneath their main hall. Here are stored most of the village's provisions, undiscovered by the raiders. Your warriors are well fed for their trouble and bedded down for the night. Tick 3 provisions on your player chart.

You interrogate the marauders' leader who claims that they pursued a boy on a horse through the wood the previous night. But strangely he says the storm seemed to protect the lad from their harm and lightning finally brought their pursuit to a halt when a great tree crashed between his men and the boy. The boy was heading north. Leaving this Foul captain to the tender mercies of the villagers, you ride on the next morning.
● Turn to 16

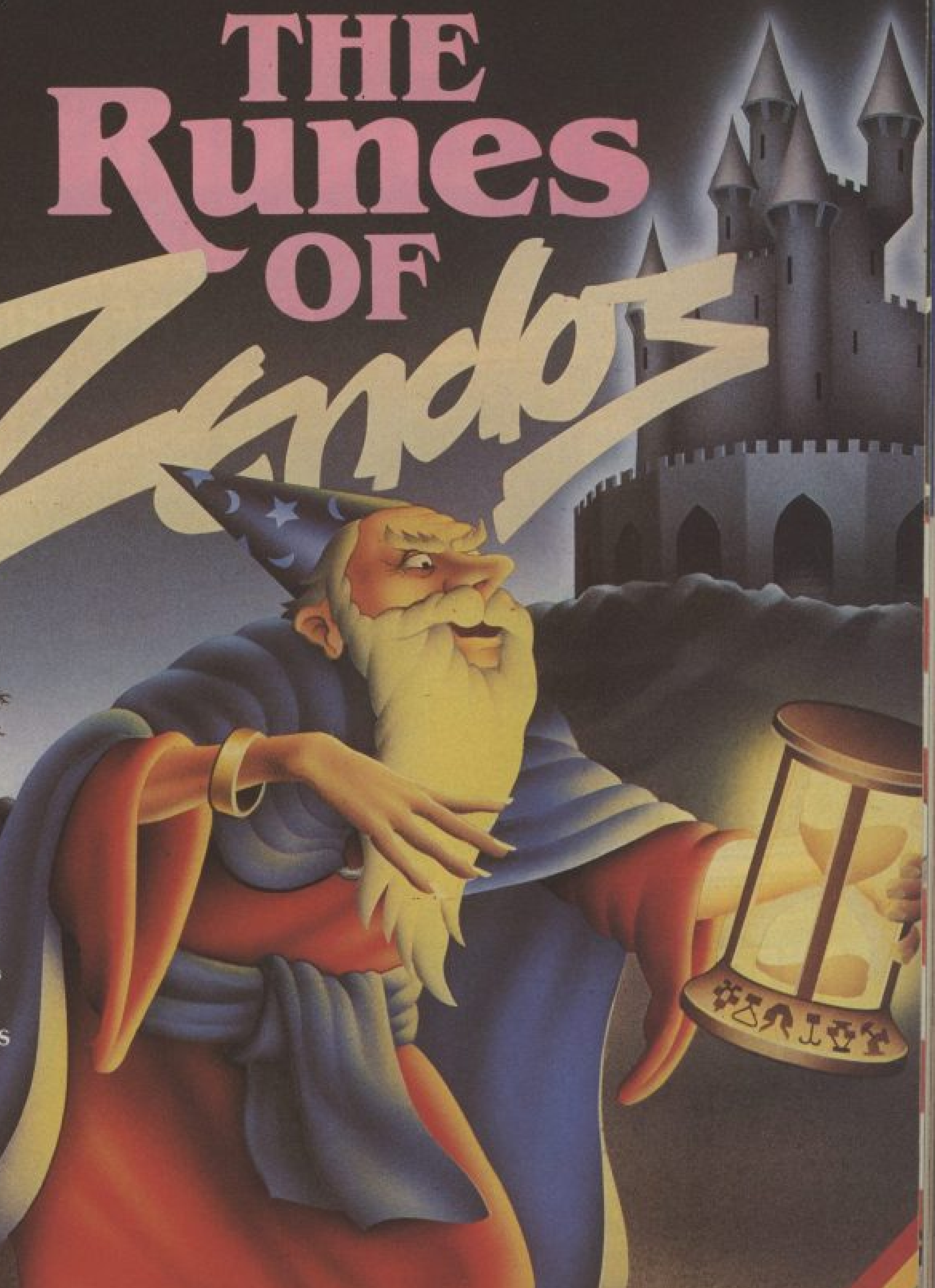
22) You ride into the strangely deserted village. As your troops congregate in the centre, arrows pour in from all sides. You had already dismounted but the rest of your warriors depart the scene quickly. Throw against their skill. If you succeed only 10 men are killed by arrows — strike them from Luxor's Command. If you fail, 30 men


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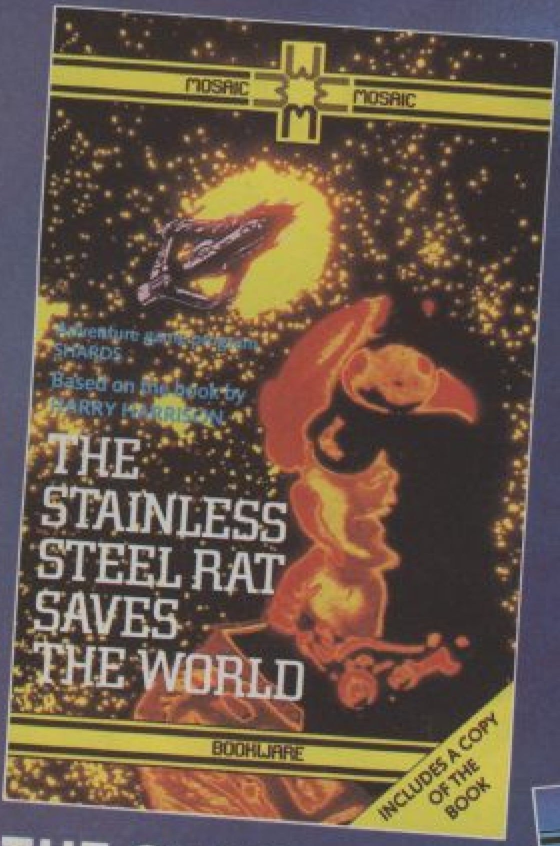
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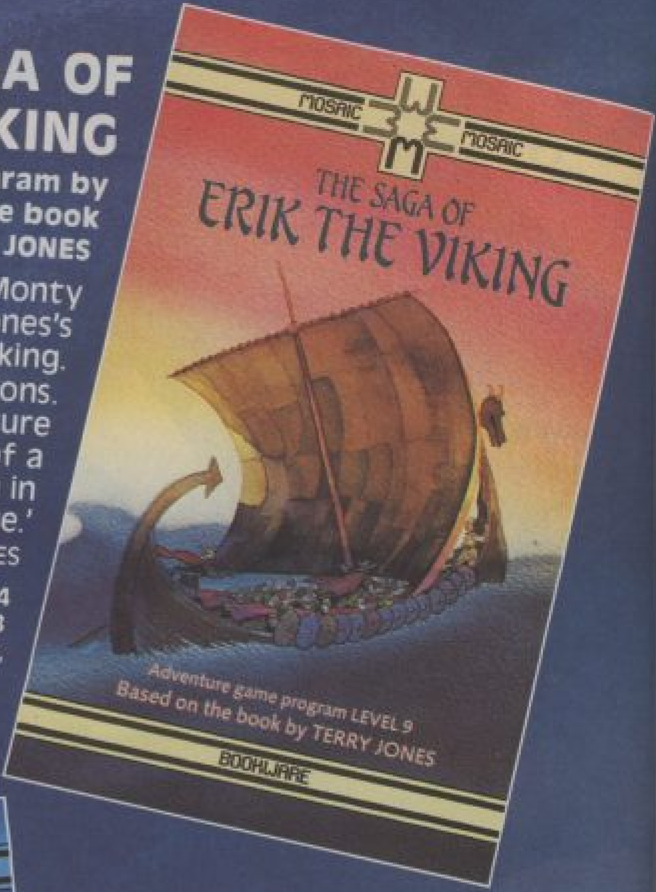


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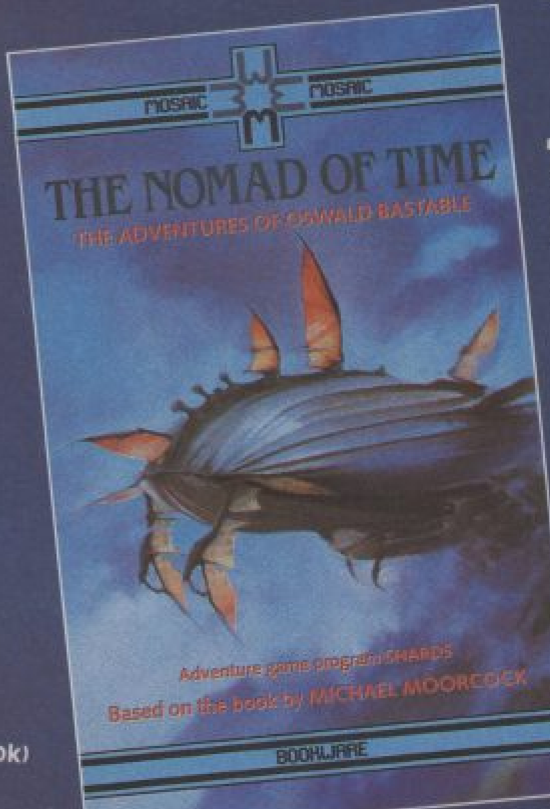


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are slain and must be struck from Luxor's command.

Once, they have reached the cover of the forest, the survivors regroup and hail the Doomguard who have just rushed out to capture you. You recognise the voice of your second-in-command Valethor: "Harken ye servants of the slain. We are warriors of the Free, veterans of the slaying at "Ushgarak".

A massive Doomguard in black chainmail strides forward to grab you: "Think you not that we Doomguard are so befuddled as not to know a prize when we see one," He shouts. "Lord Luxor is known to us and methinks we have the power to bargain here."

• Do you spit in his black eye and tell him to do his worst? Go to 3.
• Do you suggest that you and he settle the matter in a fair fight? If you win they will surrender the village and leave peacefully. If he wins you will surrender your men's provisions and return to the Castle of Dreams. Go to 30.

23) A group of 20 men is despatched at your bidding to make entry into Grark and find if aught hath moved into occupancy since the Lords of the Free broke its defenders on the way to Ushgarak. They do not return for several hours and as you are about to command a second unit behind its dank walls, one of the men runs screaming from the broken gateway. "Where are the others?" you demand.

"Killed, Lord Moonprince," he splutters at last, "Every man dead at the hands of some foul witchery that lingers there still.

Stunned, you refuse to order any more men within the castle walls but return to the camp. Strike 20 men from Luxor's command chart.

• Go to 5.

24) After a long ride you come to the mountains and a pass leads through a steep gorge. The path leads you along a narrow twisting route before opening out onto a still narrower ledge. On one side the mountain rises up sheer above you. On the other, the gorge falls clear away to a series of frozen stretches of water far below.

Some way along this ledge a cluster of boulders tumble down and it is a miracle that no horse is pushed over the edge with them.

Second-in-command, Valethor, points to a jutting thrust of rock up ahead over which hangs a collection of loose boulders, some 50 metres up. "A ledge seems to run parallel to this one my Lord," he says. "If a trap is to be sprung, what better place than there?" He points to the jutting rock. "And in truth Sire none of us can climb to the higher path, for the rock is sheer."

• You send a scout ahead to see if he spies aught from the far side. Go to 32.

25) The arrows rain down on the rock and you hear your scout shout. "Got him sire. I heard his moan and it should be safe to pass now."

• Go to 6.

26) The path leads on past a rock shaped like a hawk and then up high into cold mist, finally emerging into brilliant sunlight, perhaps the first to fall on the Mountains of Death for 100 years. Looking south you can make out the sacked citadel of Ushgarak where Doomdark's body still lies where you slew it all those moons ago.

• Go to 12.

27) Within one of the tents you find a coffin which also has the eye and hand symbols. The men with you shy away and you too can feel the evil eminating from the casket.

• Will you burn it? Go to 35.
• Or will you open it? Go to 7.

28) Suddenly you find yourself separated from the rest of your command by dancing lightning and you see a vision of a beautiful yet somehow cold woman. A mocking laugh chills the very souls of your troops who believe their Moonprince magicked away by some trick of the storm and that enchanted laughter. Roll against their skill. A roll under the current total means that they await developments. Above the current total and a group of seven take fright and ride off into the forest. Strike one box from your command chart.

Within the circle of lightning the woman beckons to you and you observe that she seems to be urging you to the north. Then the lightning subsides and you reappear amidst your warriors.

• Will you now seek shelter? Go to 47.
• Or will you carry on following the path? Go to 37.

29) Your pursuers are turned upon twice before finally dispersing the attackers. You lose another 10 men in the process and they return still tired by morning.

• Go to 16.

30) The Doomguard laughs: "Bring your men forward to witness this bargain then."

The Free send a deputation from the forest who hear the bargain and agree, at your command, to bear witness to the contest. Halberg is a good fighter with a Skill of (4), however he is weak from days of wandering and has a Stamina of (5). You must fight him in single combat until either he or you are slain. Before this combat commences roll a dice for yourself and for Halberg. The character with the highest number makes the first blow.

• If you are slain the quest ends here.
• If you slay Halberg turn to 48.

31) The giant turns at your hail and his face spreads into a broad grin. "Ah a Moonprince by your trappings. I had been warned to expect this meeting." I was sought out by Rorthron, Wisest of the Tower-Dwellers in yon mountains. He gave me this message to deliver.

"He says he will wait for you below the White Fang at the far side of this great range. But two days can he wait and no more. Follow my tracks back and it will lead you to a pass. It is to be found after that."

He gives you some provisions for the journey. Tick one box on your chart.

• Go to 24.

32) A scout is found and despatched beneath the rocks. He shouts from the far side: "There is movement up there lord. I think it may be a Skulkrin trap."

• Do you carry on regardless? Go to 10.
• Send a cluster of arrows skywards? Go to 25.

33) If you are currently holding the moonring go to 45.
If you do not have it in your possession go to 11.

34) You drop into the mouth of the cave and surprise a huge ice troll armed with a club and a knife. With barely time to notice that the supports of the bridge have been cut away, you are dodging the first blow. The Ice Troll has a stamina of 6 and a skill of 5.

• If the ice troll triumphs the quest ends here.
• If you triumph go to 40.

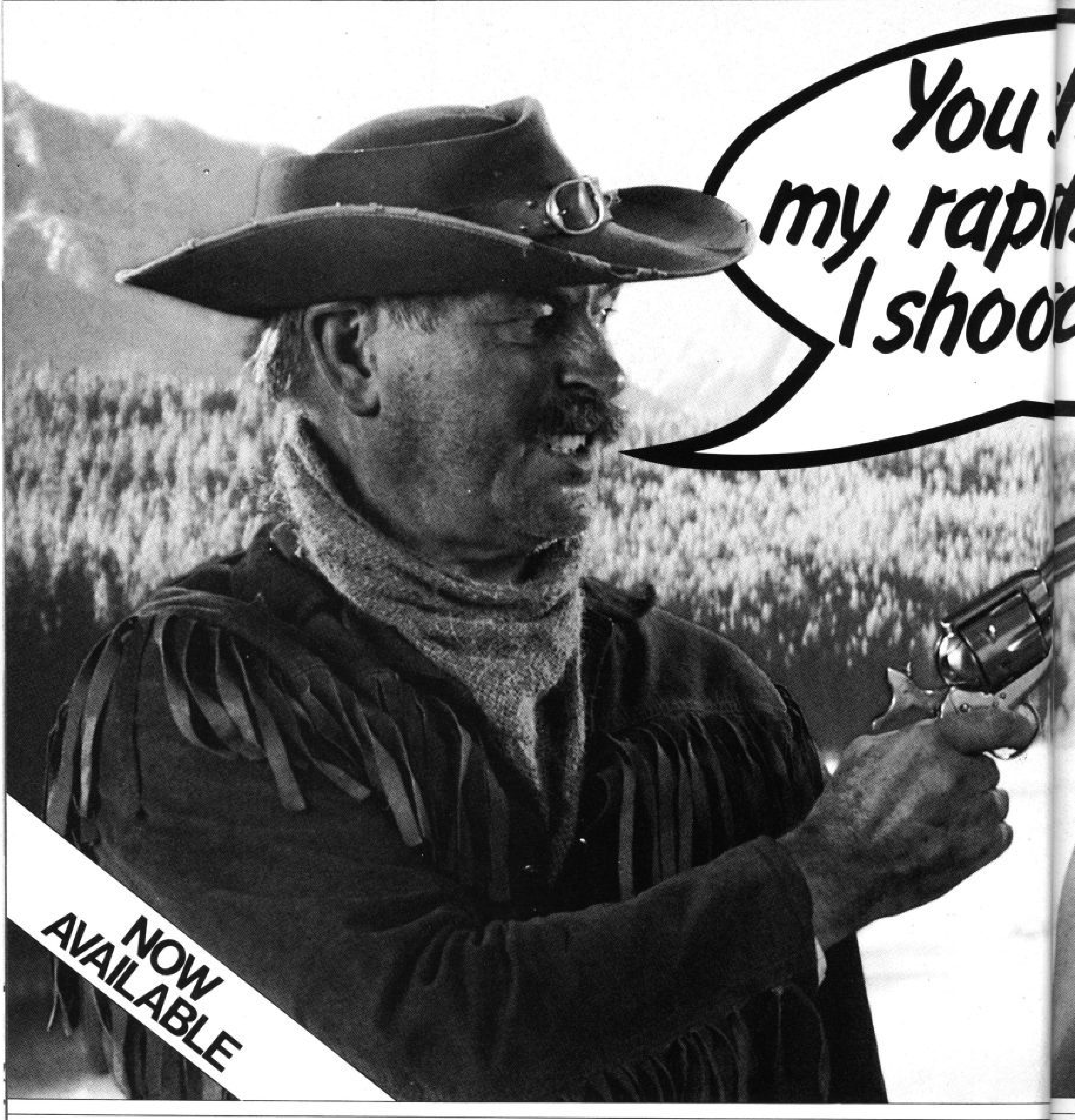
35) Beyond the Doomguard's camp you begin to see the end to the Mountains of Death. Beyond them stretch the cold frosted plains which will lead eventually to the Frozen Wastes which mark the barrier to Midnight. Up ahead you can see a tall white needle like point which you decide must be the White Fang. You head there at a gallop.

• Go to 20.

36) Last night's storm is threatening to return behind you as heavy clouds now scud overhead. The rumble of thunder draws ever closer from the south. Your captains advise caution and suggest shelter until it has passed by.

• Do you search for shelter on a well beaten track lying to the northeast? Go to 47.
• Do you carry on northwards? Go to 28.

37) Now the rain has ceased as suddenly as it began. Approaching a clearing you notice a group of people huddled beside the trail. Their leader hails you. "Brave lord, halt I beseech you. We are badly in



CLIFF HANGER

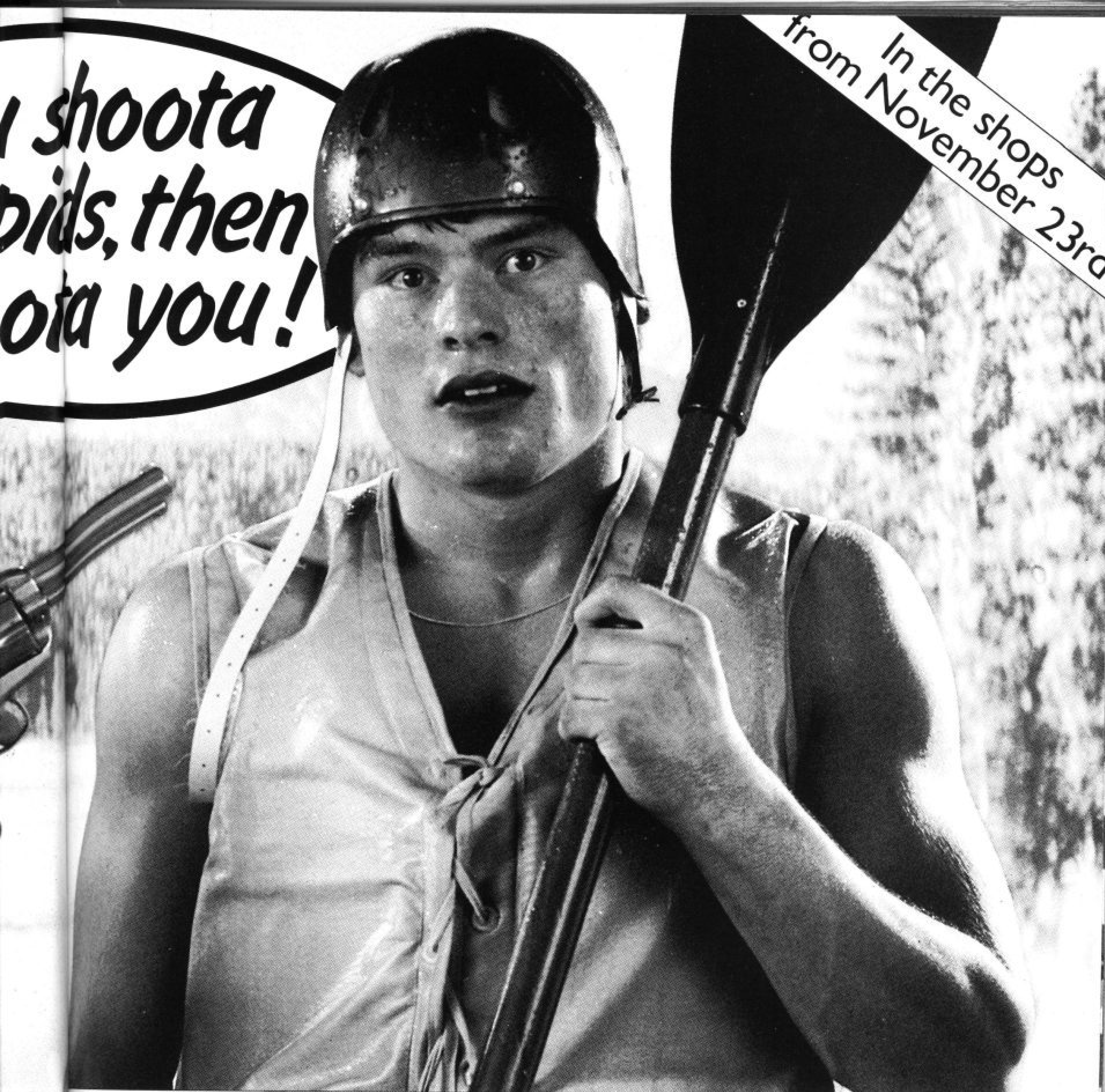
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need of your services. Our village has been taken from us by the remnants of the Witchking's evil Doomguard.

● Do you order your men to attack the village? Go to 14.

● Or do you decide your mission is too important to be waylaid and skirt the village to the west? Go to 42.

38) You camp for the night beside the empty Citadel of Grark. Its black walls stare down on your camp fires. Before you lie the Mountains of Death. It is hard to know which the men find more forbidding.

● Do you send a small group of men into Grark to see what was left there after its sacking all those moons ago? Go to 23.

● Do you ride on next morning? Go to 5.

39) The bridge collapses with 30 men on it. (Strike them from your command). Then amid whoops of joy, fell creatures can be seen rushing out to gather the bodies from concealed places. As he fell, the leading captain shouted a warning and pointed to a spot in the hillside below the bridge. Horrified you decide to investigate further and soon discover some steps behind the bushes cut in the rock leading downwards to a cave-like opening.

● Do you decide to go down alone and investigate? Go to 34.

● Do you continue the quest on this side of the gorge? Go to 26.

40) The ice troll lies in its own black blood when you hear a noise from the far end of the cave. You suspect that the creature's mate lies in wait for you there.

● Do you decide that your casualties have been avenged and rush out of the cave? Go to 26.

● Or will you investigate further? Go to 18.

41) Your cavalry charge through the tents, scattering the rabble who are little match for them. However among the rabble are some Doomguard stalwarts. They number 60 men and have a skill of 3. (10) (10) (10) (10) (10) (10). Luxor's Cavalry strike first. These Doomguards will fight to the death. When the battle is over will you:

● Search the camp? Go to 27.

● Or burn it? Go to 35.

42) You ride around the village and that night camp beyond it. But while you sleep the guard you posted around your fires suddenly come under attack. The ambushers are mounted and ride into the camp firing arrows and loosening some of the horses. Their skill is equal to your cavalry. They number but 60 men: (10) (10) (10) (10) (10) (10).

Fight these marauders with Luxor's Cavalry. They attack first, then Luxor's Cavalry can retaliate.



Shareth the Heartstealer

This battle continues until just 20 marauders remain — then they will flee into the night.

● Do you send a force off in pursuit? Go to 29.

● Or redouble the guard and try to get what rest you can before morning? Go to 16.

43) You charge across at a gallop. Throw a dice and abide by the score as follows:

1-4: The ice breaks under a section of the cavalry and 30 men and horses plunge to their death. Strike 3 boxes from Luxor's Command.

5-6: The ice breaks and Luxor goes down with 30 men. He alone is saved. Strike 3 boxes from Luxor's Command and 2 points from Luxor's stamina.

On the far side you realise the Moonring has slipped from your finger. You decide there is no chance to find it again.

● Go to 38.

44) The way around the lake is long and tiring. Both your men and yourself feel the effects of the three day trek. If you had provisions before cross them out now. You have suffered the loss of one point stamina from the exertion. And in addition you have lost the Moonring during the journey.

● Go to 38.

45) The ledge leads onto a distant rope bridge as the voice had said it would. It hangs over the gorge in surprisingly good repair and you consider it would easily take the weight of many men. On the far side of the gorge a path winds off into another valley. While on this side the ledge continues past the bridge.

● Will you avoid the bridge and continue on this side of the gorge? Go to 26.

● Do you decide to cross as promptly as possible? Go to 39.

46) Resting to the north of the Doomguard camp, curiosity demands that you pull out the Crystal Ball and stare into it. Within it, the mountain scenery distorts and glistens. The lights twinkle more brightly seeming to hold your gaze ever more intently. Suddenly they resolve themselves into a beautiful woman with a cruel gaze who smiles at you. Words form in your mind: "Ah my brave Moonprince. Slayer of my father the Witchking. How fitting. You killed my father, I have your son. Yes Morkin is mine. Already he has passed through the Frozen Gates into my realm, beautiful frozen Icemark where you cannot follow. Or can you I wonder?"

"Well, follow if you can, Moonprince. I will try to entertain your son between times."

● Go to 35.

47) The track leads to a clearing before a sheer and pitted hillside. Caves dot the cliff and one of your men discerns a movement in one of them high above you as a rope ladder is hurriedly pulled up.

Your hail brings an old hermit to the mouth of the cave. At your request for shelter he warns that the lower caves are unsafe in heavy rain and that he believes them haunted. There is a village further north-east and he advises that your band heads in that direction.

● Do you take his advice and head northeast? Go to 15.

● Do you ignore him and order your men to dismount and find shelter in the caves as best they can? Go to 2.

48) With your blade sticking in his side, Halberg collapses. "Remember your promise to my men m'Lord. They will be faithful to mine or I'll come back and haunt every last dog. Within my pouch is an emblem. It belonged to one of the Free Lords. He hailed from the forest of whispers and met death by my hand in the Mountains of Ithiril. The Fey I know hold great store by it. Return it to them — it has magical properties."

With a last curse at life, he dies. His men pick up the body and nervously make to leave the village. Fingering the emblem in the shape of a falcon, you motion for your men to let them leave. (Note the Falcon emblem on your player chart).

● Now turn to 16.

49) Arriving at the White Fang, you are hailed by Rorthron who waits at the base of the mountain.

"I have grave tidings. Morkin has been spirited away into the Land of Icemark to the North. He is the prisoner of Shareth, Doomdark's daughter, and I fear for him. To rescue him we must go through the legendary Frozen Gates — but first I need to find a spell to open them. Something will come to me."

● Go to 50.

50) Rorthron turns to you: "Tell me, my prince, what was the most important treasure you could have found on your adventures?".

A: The Power Head
B: The Emblem of the Falcon
C: The Crystal Ball

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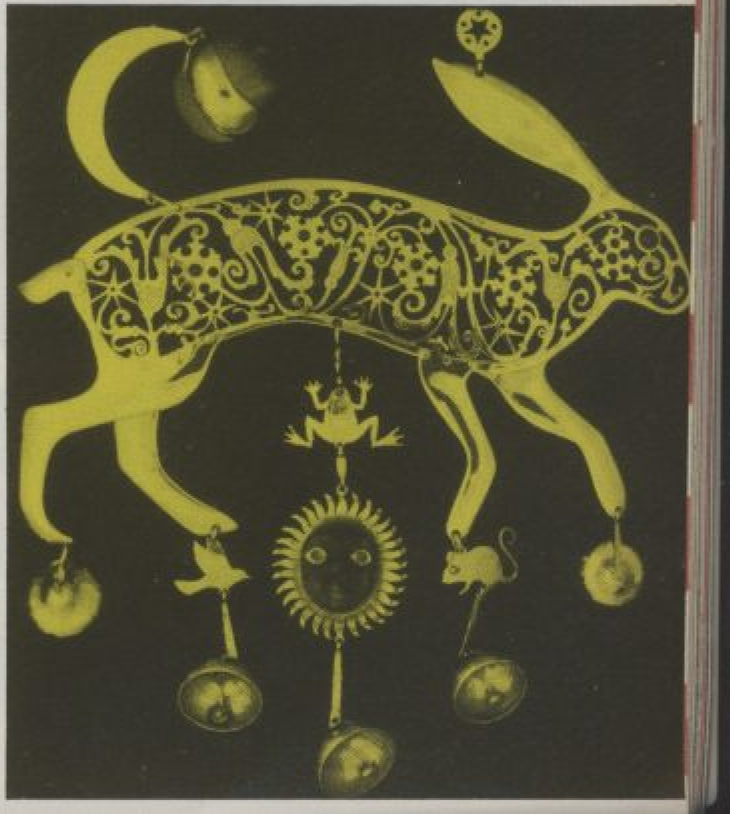
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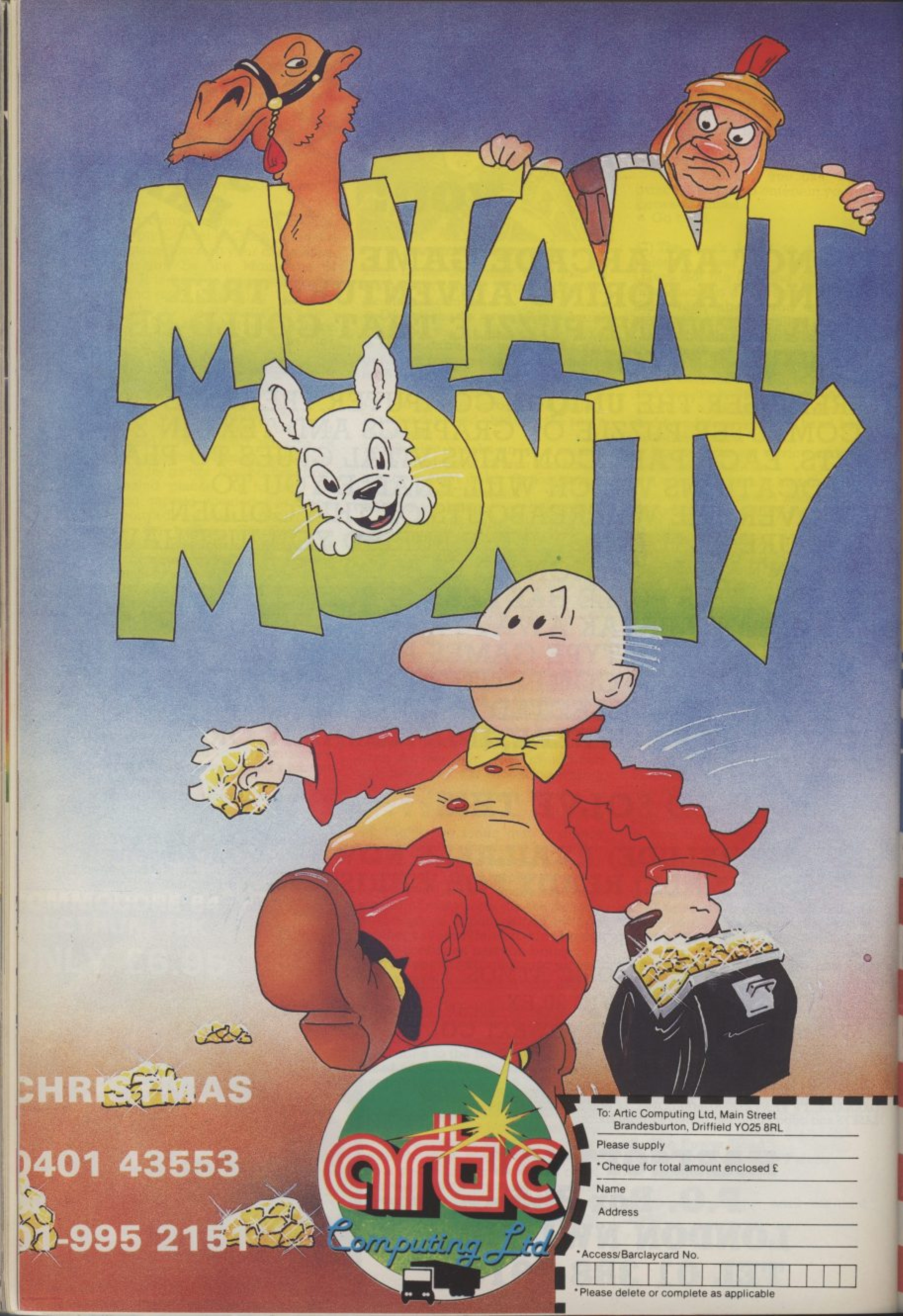
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```
  1 REM +++ WEATHERBEATER +++
    J RICHARD PALMER, July '84
  2 REM +FOR LANDSCAPE EDITOR +
              GOTO 9000           +
   +
  6 LET HSC=0
 10 RESTORE : PAPER 5: BORDER 5
: CLS : INK 0
 20 LET e=5: LET lives=4
 30 LET sc=-6: LET lev=1: LET f
uel=0: LET b=10
 40 LET ink=8
 50 RANDOMIZE : DIM x(50): DIM
y(50): DIM w(50): DIM v(50)
 70 LET mempos=50000
100 LET j=PEEK 23675+256*PEEK 2
3676
200 FOR f=j TO j+(8*12)-1: READ
 d: POKE f,d: NEXT f
1000 DATA 0,4,14,31,31,31,15,31
1010 DATA 16,60,125,255,255,255,
255,255
1020 DATA 96,240,240,240,248,252
,252,254
1030 DATA 63,63,63,31,31,15,3,0
1040 DATA 255,255,255,255,223,14
3,7,0
1050 DATA 254,254,252 248,192,19
2,128,0
1060 DATA 0,0,24,60,255,24,0,0
1070 DATA 48,56,28,56,112,224,11
2,55
1080 DATA 24,12,48,96,192,96,16,
8
1085 DATA 1,7,30,254,30,14,16,32
1090 DATA 128,224,56,255,56,240,
8,4
1095 DATA 24,24,60,126,255,255,1
26,60
1097 GO SUB 7000
1099 REM START SCREEN
1100 REM
1102 IF LIVES=0 THEN GO TO 1200
1104 CLS : LET sc=sc+(lev+e): LE
T e=e+2: PRINT AT 0,0;"SC :";sc;
"    ";AT 0,10;"LIVES ";lives;"
  ";AT 0,20;"FUEL :";fuel: LET in
k=ink-1: IF ink=-1 THEN LET ink=
0
1105 IF PEEK (mempos)=0 THEN GO
TO 8000
1107 GO SUB 6000
1108 LET lev=lev+1: LET b=b-1
1110 IF ink=5 THEN LET ink=4
1111 IF lev=10 THEN LET e=1
1112 IF lev>10 THEN LET e=e-1
1120 GO TO 2000
1200 REM DEAD
1205 LET p=0: FOR g=10 TO 20: FO
R c=0 TO 7: BORDER c: BEEP 0.005
,g+c: NEXT c: NEXT g
1207 FOR Y=0 TO 21: PRINT AT Y,0
; PAPER p;" "
1208 LET P=P+1: IF P=8 THEN LET
P=0
1209 NEXT Y
1210 INK 0: PAPER 7: PRINT AT 5,
0;"
        YOUR ENERGY SHIELDS HAVE
        FAILED; YOUR SHIP WILL
        NOW NEVER MAKE IT OUT OF
        THE ATMOSPHERE, EXCEPT
        IN VERY LITTLE PIECES.
  "
1215 BEEP .5,0: BEEP .5,-5: BEEP
 .5,-9: BEEP .5,-5: BEEP 1,-12
1220 PRINT AT 15,7;"SCORE ACHIEV
ED :";SC
1225 IF SC>HSC THEN LET HSC=SC:
PRINT AT 17,0;"            NEW HIGH S
CORE !!!          ": FOR G=20 TO 30
: BEEP .1,G: BEEP .1,G-12: NEXT
G
1227 PRINT AT 19,9;"HIGH SCORE:
";HSC
1230 PRINT #1;"PRESS ANY KEY TO
PLAY AGAIN...": PAUSE 0: GO TO 1
0
1680 REM PRINT CLOUDS
1690 FOR n=1 TO e
1705 BEEP 0.01,INT (RND*30): PRI
NT AT y(n),x(n); INK ink;"ABC";A
T y(n)+1,x(n);"DEF"
1715 NEXT n
1720 RETURN
2000 REM MAIN LOOP
2001 FOR j=1 TO e: LET x(j)=INT
(RND*24)+4: LET y(j)=INT ((RND*(
PEEK (mempos-((31-x(j))*2))-6))+
1): LET v(j)=x(j): LET w(j)=y(j)
: NEXT j
2005 LET a=0: LET oa=a: LET ob=b
2007 GO SUB 1690
2010 FOR n=1 TO e
2011 LET x(n)=x(n)+(INT (RND*3)-
1): LET y(n)=y(n)+(INT (RND*3)-1
)
```



Illustration: Gary Wing

```
2013 IF x(n)<1 THEN LET x(n)=1
2014 IF x(n)>28 THEN LET x(n)=28
2015 IF y(n)<1 THEN LET y(n)=1
2016 IF y(n)>18 THEN LET y(n)=18
2017 IF SCREEN$ (y(n)+3,x(n))="©" THEN LET y(n)=y(n)-1
2018 IF SCREEN$ (y(n)+3,x(n)-1)="©" THEN LET y(n)=y(n)-1
2019 IF SCREEN$ (y(n)+3,x(n)+1)="©" THEN LET y(n)=y(n)-1
2020 IF ink>0 THEN GO TO 2036
2022 IF x(n)>a THEN LET x(n)=x(n)-1
2024 IF y(n)>b THEN LET y(n)=y(n)-2
2026 IF y(n)<b THEN LET y(n)=y(n)+1
2036 PRINT AT w(n),v(n);"   ";AT w(n)+1,v(n);"   "
2038 LET v(n)=x(n): LET w(n)=y(n)
2040 PRINT INK ink;AT y(n),x(n);"ABC";AT y(n)+1,x(n);"DEF"
2045 IF ink=0 THEN GO SUB 5000
2050 GO SUB 3000
2060 LET sc=sc+1: NEXT n: GO TO 2010
3000 REM SAUCER ROUTINE
3010 IF IN 64510<255 THEN LET b=b+1
3020 IF IN 63486<255 AND b>_ THEN LET b=b-1
3025 IF IN 61438<255 AND fuel>4 THEN LET a=a+1: LET fuel=fuel-5: PRINT AT 0,26;fuel
3030 LET a=a+1
3040 PRINT AT ob,oa;" ": LET oa=a: LET ob=b
3041 IF POINT ((a*8)+4,(175-(b*8)-4))=0 THEN GO TO 3045
3042 IF (PEEK (mempos-(2*(31-a))+1)=1 OR PEEK (mempos-(2*(32-a))+1)=1) AND b=(PEEK (mempos-(2*(31-a))))-1 THEN LET fuel=fuel+10: PRINT AT b,a-1;"  ": LET sc=sc+20: PRINT AT 0,26;fuel: FOR j=10 TO 20 STEP 5: BEEP 0.01,j: NEXT j
```

RUNS ON A SPECTRUM

BY J. RICHARD PALMER

You can't trust anyone these days can you! There I was crusising around the used space ship lot when this chap in a battered and extremely old-fashioned trilby hat came up to me and said, "Psst! Want to buy a space ship. Good runner, low on the light years, only one owner — a little old E.T. from the Milky Way?"

Well, to cut a long story short, about 20 parsecs later, I was the proud owner of a tasty used space-craft. A couple of light years out on my first trip I discovered a hole in my fuel tank . . .

Can you help this stricken space pilot? Full instructions are included in the listing.

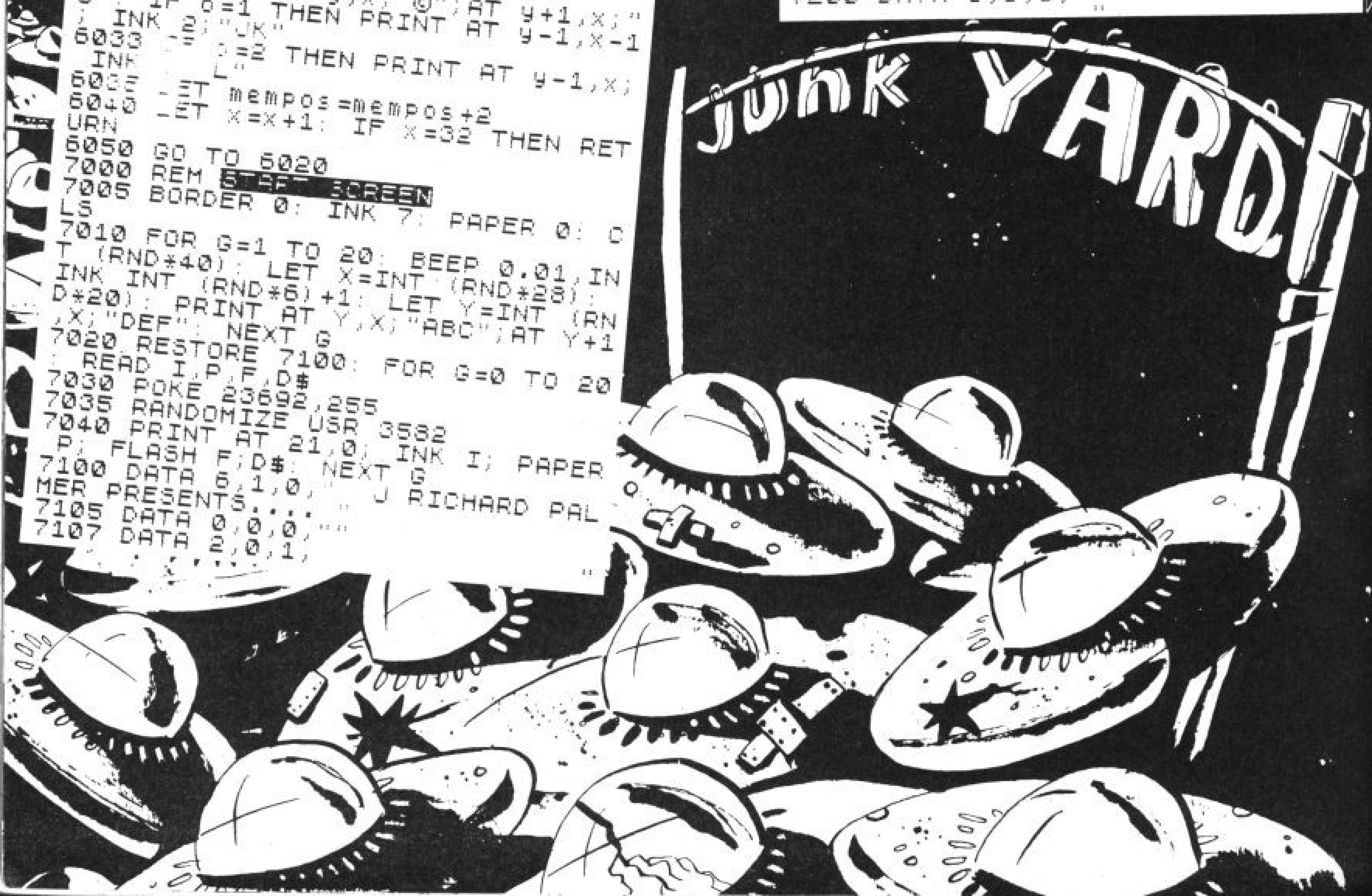
To enter the game, type in the listing and save it on tape. Capital letters in PRINT statements which aren't proper words are probably graphics characters, so enter these in graphics mode by typing CAPS SHIFT-9.

Before you can play the game, though, you have to create your own landscape. Type GOTO 9000 or RUN 9000 to do this. Once you have, you can save this on tape for future games.

You only get four lives, so use them carefully.



```
3044 IF PEEK (mempos-(2*(32-a))+
1)=2 AND b=(PEEK (mempos-(2*(31-
a))))-1 THEN GO TO 5200
3045 IF POINT (((a*8)+7),(175-((
b)+4)))=1 THEN GO TO 5200
3047 IF a>29 THEN GO TO 1100
3050 PRINT AT b,a;"G"
3060 PRINT AT [illegible]
3100 RETURN
4000 REM CRASH
4010 FOR g=20 TO 0 STEP -1: BEEP
 0.1,g: NEXT g
4015 IF PEEK (mem[illegible]
ET b=PEEK (mempos[illegible]+2 THEN L
4020 LET lives=lives-1: GO TO 11
00
5000 REM LIGHTNING
5010 IF INT (RND*3)=1 OR a=x(n)
THEN GO TO 5020
5015 RETURN
5020 PRINT AT y(n)+2,x(n)+1; INK
 6;"H";AT y(n)+3,x(n)+1;"I"
5030 FOR j=50 TO 46 STEP -2: BEE
P 0.005,j: NEXT j
5040 PRINT AT y(n)+2,x(n)+1;" ";
AT y(n)+3,x(n)+1;" "
5050 IF a>x(n)-1 AND a<x(n)+1 AN
D b<y(n)+5 AND b>y(n)+1 THEN GO
TO 5060
5055 RETURN
5070 FOR g=0 TO 7: PRINT AT b,a;
 INK g;"G": BEEP 0.05,g: NEXT g:
 GO TO 4000
5200 REM SAUCER HIT
5202 LET add=0: LET bdd=0
5205 IF a<5 THEN LET add=30
5206 IF a>27 THEN LET add=-30
5208 IF b<5 THEN LET bdd=-30
5210 FOR j=1 TO 10: BEEP 0.005,I
NT (RND*40): INK INT (RND*8): PL
OT (a*8)+4,(175-(b*8))+4: DRAW I
NT (RND*60)-30+add,(INT (RND*30)
)+bdd: NEXT j: INK 0
5220 LET lives=lives-1: IF PEEK
(mempos)<b+2 THEN LET b=PEEK (me
mpos)-3
5230 GO TO 1100
6000 REM PRINT LANDSCAPE
6010 LET x=0
6020 LET y=PEEK (mempos): LET o=
PEEK (mempos+1)
6030 PRINT AT y,x;"©";AT y+1,x;"
©": IF o=1 THEN PRINT AT y-1,x-1
; INK 2;"JK"
6033 IF o=2 THEN PRINT AT y-1,x;
 INK [illegible]"L"
6035 LET mempos=mempos+2
6040 LET x=x+1: IF x=32 THEN RET
URN
6050 GO TO 6020
7000 REM START SCREEN
7005 BORDER 0: INK 7: PAPER 0: C
LS
7010 FOR G=1 TO 20: BEEP 0.01,IN
T (RND*40): LET X=INT (RND*28):
INK INT (RND*6)+1: LET Y=INT (RN
D*20): PRINT AT Y,X;"ABC";AT Y+1
,X;"DEF": NEXT G
7020 RESTORE 7100: FOR G=0 TO 20
: READ I,P,F,D$
7030 POKE 23692,255
7035 RANDOMIZE USR 3582
7040 PRINT AT 21,0; INK I; PAPER
 P; FLASH F;D$: NEXT G
7100 DATA 6,1,0,"   J RICHARD PAL
MER PRESENTS...  "
7105 DATA 0,0,0,""
7107 DATA 2,0,1,"
                               "
7110 DATA 2,0,1,"
 █ ███ ███ ███ █ █ ███ ███ "
7115 DATA 2,0,1,"
 █ █ █ █ █ █ █ █ █   █ █ "
7120 DATA 2,0,1,"
 █ █ █ ███ █ █ █ ███ ███ "
7125 DATA 2,0,1,"
 █ █ █ █ █ █ █ █ █   █ █ "
7130 DATA 2,0,1,"
 ███ ███ █ █ █ █ █ ███ █ █ "
7135 DATA 2,0,1,"
                               "
7140 DATA 7,5,1,"
                               "
7145 DATA 7,5,1,"
     ███ ███ ███ ███ ███ ███ "
7150 DATA 7,5,1,"
 ABC █ █ █   █ █ █   █   █ █ "
7155 DATA 7,5,1,"
 DEF ███ ███ ███ █ ███ ███ "
7160 DATA 7,5,1,"
  H  █ █ █   █ █ █   █   █ █ "
7165 DATA 7,5,1,"
  I  ███ █ █ █ █ ███ █ █ "
7170 DATA 7,5,1,"
                               "
7175 DATA 0,1,0,""
7180 DATA 0,2,0,""
7185 DATA 0,3,0,""
7190 DATA 0,4,0,""
7195 DATA 0,5,0,""
7200 DATA 0,6,0,""
```



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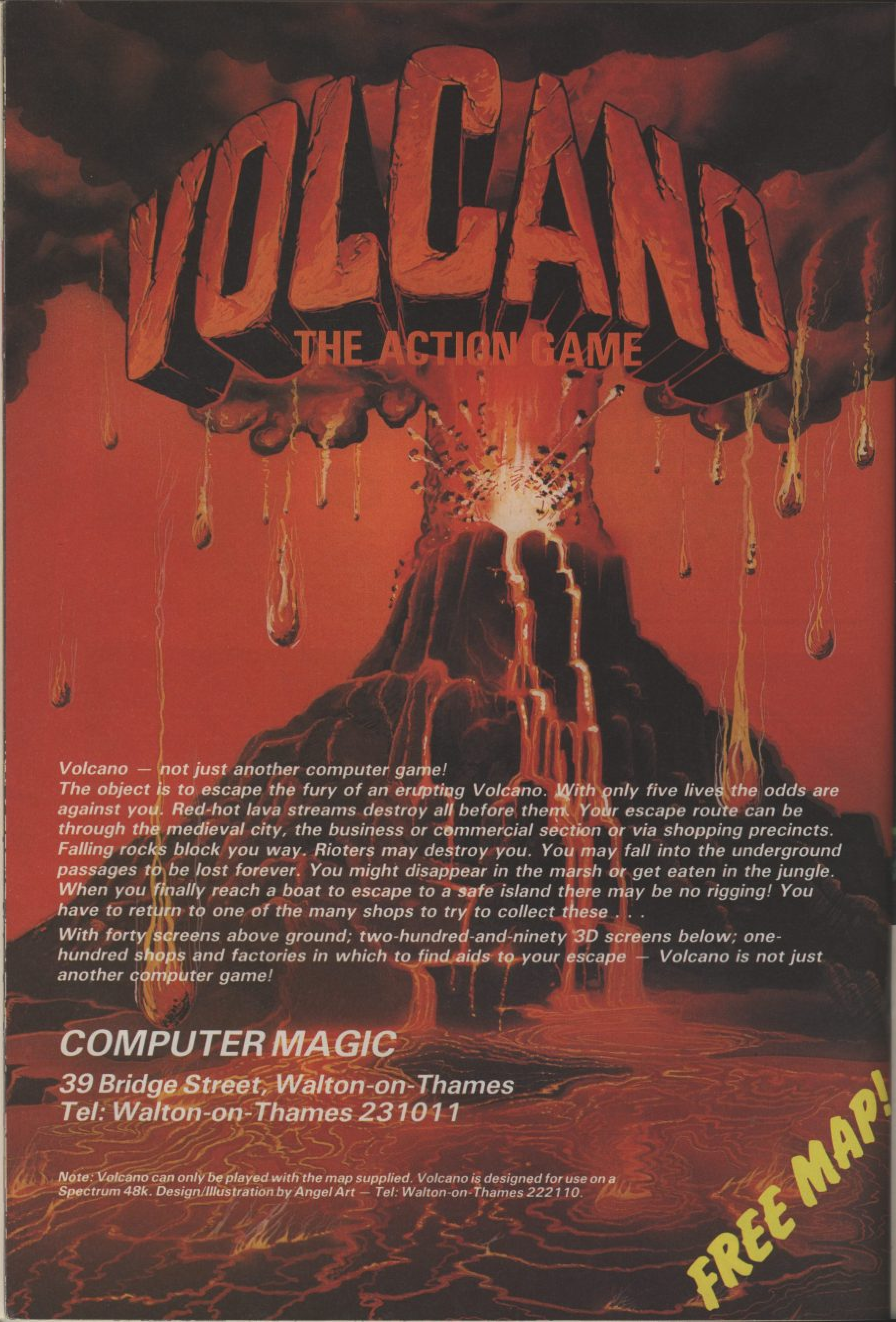


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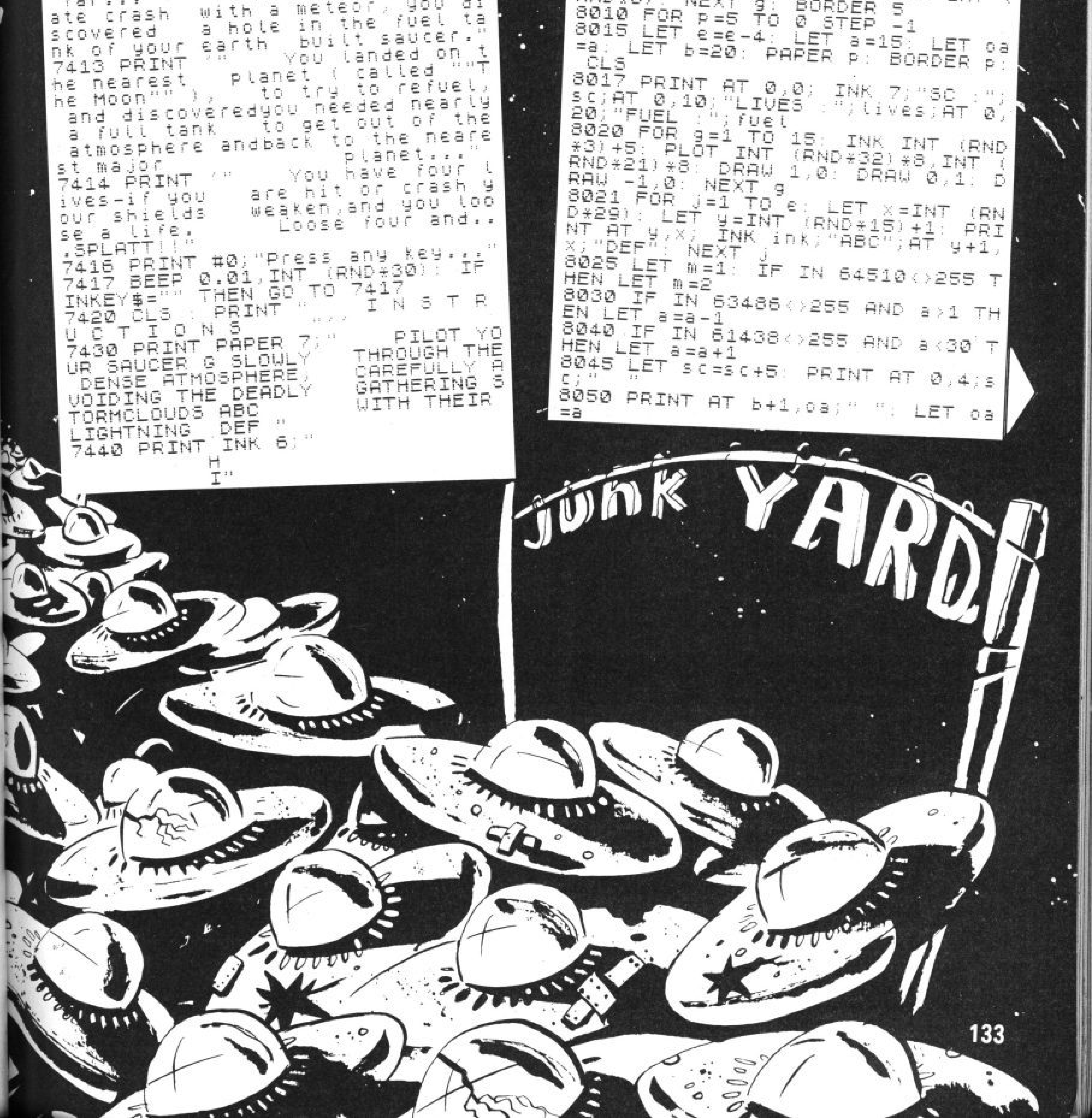


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```
7220 DATA .33,0,.9,12,.1,9,.2,7,
.5,1.2,2,.33,0,.9,5,.1,7,.33,9
,1.2,12
7225 DATA .33,0,.9,5,.1,7,.33,9,
.7,12,.33,9,.33,12,.9,12,.1,9,.3
3,7,.9,2
7250 PAPER 5: INK 0
7300 PRINT #1; FLASH 1;"  PRESS
'I' FOR INSTRUCTIONS,       OR ANY
 OTHER KEY TO PLAY...     "; FLASH
 0
7310 RESTORE 7220: FOR H=1 TO 22
: READ L,P: BEEP L,P: IF INKEY$<
>"" THEN BORDER 5: GO TO 7350
7320 NEXT H: PAUSE 10: GO TO 731
0
7350 IF INKEY$="I" OR INKEY$="i"
 THEN GO TO 7400
7360 RETURN
7400 REM instructions
7410 INK 1: PAPER 7: BORDER 5: C
LS
7412 CLS : PRINT "  The story so
 far...''''"     After an unfortun
ate crash  with a meteor, you di
scovered   a hole in the fuel ta
nk of your earth  built saucer."
7413 PRINT ''"    You landed on t
he nearest   planet ( called """T
he Moon"" ),    to try to refuel,
 and discoveredyou needed nearly
 a full tank   to get out of the
 atmosphere andback to the neare
st major               planet..."
7414 PRINT ''"    You have four l
ives-if you   are hit or crash y
our shields   weaken,and you loo
se a life.       Loose four and..
.SPLATT!!"
7416 PRINT #0;"Press any key..."
7417 BEEP 0.01,INT (RND*30): IF
INKEY$="" THEN GO TO 7417
7420 CLS : PRINT "     I N S T R
 U C T I O N S ''''
7430 PRINT PAPER 7;"      PILOT YO
UR SAUCER G SLOWLY    THROUGH THE
 DENSE ATMOSPHERE,    CAREFULLY A
VOIDING THE DEADLY    GATHERING S
TORMCLOUDS ABC        WITH THEIR
LIGHTNING  DEF "
7440 PRINT INK 6;"
         H
         I"
7450 PRINT ' INK 2;"     AT THE S
AME TIME, YOU MUST    COLLECT ENO
UGH FUEL JK TO        CLIMB OUT O
F THE ATMOSPHERE AT  THE END OF
THE LANDSCAPE."
7460 PRINT '"     WATCH OUT FOR TH
E BOMBS L !"
7470 PRINT '"1-5 ... UP           6-
0 ... FAST   Q-T ... DOWN"
7480 PRINT '"     AT END :''"1-5 .
.. LEFT      6-0 ... RIGHT"
7490 PRINT #1; PAPER 5;"PRESS AN
Y KEY..."
7495 BEEP .005,INT (RND*20)+40:
IF INKEY$="" THEN GO TO 7495
7496 GO TO 7000
7900 STOP
8000 REM LAST SECTION
8005 PAPER 0: INK 7: CLS : LET e
=30: LET ink=7
8006 PRINT AT 10,6;"PREPARE FOR
LIFT-OFF": FOR g=10 TO 1 STEP -1
: PRINT AT 12,15;g;" ": BEEP .5,
g: NEXT g: CLS
8008 FOR g=1 TO 20: BORDER INT (
RND*8): NEXT g: BORDER 5
8010 FOR p=5 TO 0 STEP -1
8015 LET e=e-4: LET a=15: LET oa
=a: LET b=20: PAPER p: BORDER p:
 CLS
8017 PRINT AT 0,0; INK 7;"SC :";
sc;AT 0,10;"LIVES :";lives;AT 0,
20;"FUEL :";fuel
8020 FOR g=1 TO 15: INK INT (RND
*3)+5: PLOT INT (RND*32)*8,INT (
RND*21)*8: DRAW 1,0: DRAW 0,1: D
RAW -1,0: NEXT g
8021 FOR j=1 TO e: LET x=INT (RN
D*29): LET y=INT (RND*15)+1: PRI
NT AT y,x; INK ink;"ABC";AT y+1,
x;"DEF": NEXT j
8025 LET m=1: IF IN 64510<>255 T
HEN LET m=2
8030 IF IN 63486<>255 AND a>1 TH
EN LET a=a-1
8040 IF IN 61438<>255 AND a<30 T
HEN LET a=a+1
8045 LET sc=sc+5: PRINT AT 0,4;s
c;" "
8050 PRINT AT b+1,oa;" ": LET oa
=a
```



```
8060 IF POINT (a*8+4,(175-(b*8)+
4))=1 THEN GO TO 8500
8065 BEEP 0.005,60
8070 PRINT AT b,a; INK 6;"G"
8080 LET b=b-1: LET fuel=fuel-1:
 IF b=1 THEN NEXT p: GO TO 8700
8082 PRINT AT 0,26; INK 7;fuel;"
 "
8085 IF fuel<1 THEN PRINT AT 10,
10; INK 7; FLASH 1;"OUT OF FUEL"
; FLASH 0: GO TO 1215
8090 GO TO 8030
8500 REM [illegible]
8505 FOR g=20 TO 40: BEEP 0.005,
g: NEXT g: LET lives=lives-1: PR
INT AT 0,7; INK 7;lives: IF live
s=0 THEN GO TO 1200
8510 GO TO 8015
8700 REM OUT!!!
8705 RESTORE 8710: FOR g=1 TO 16
: READ l,p: BEEP l,p: NEXT g
8710 DATA .9,5,.3,7,.3,8,.3,10,.
2,12,.2,13,.2,12
8715 DATA .3,15,.6,18,.3,17,.2,1
5,.2,12,.2,15,.9,20,.4,19,2,20
8720 PRINT AT 10,6; FLASH 1;"BON
US POINTS : 1000"; FLASH 0: LET
sc=sc+1000: FOR g=1 TO 400: NEXT
 g
8750 LET ink=7: INK 0: PAPER 5:
BORDER 5: CLS : LET e=5: LET lev
=1: LET b=15: LET mempos=50000:
GO TO 1100
9000 REM LANDSCAPE GENERATOR
9001 GO TO 9500
9005 PAPER 7: INK 0
9010 CLS : LET y=20: LET x=0: LE
T len=0: LET screens=0
9020 LET mempos=50000
9100 IF IN 61438=239 AND y<20 TH
EN LET y=y+1
9110 IF IN 61438=247 AND y>1 THE
N LET y=y-1
9115 POKE mempos+1,0
9120 IF IN 57342<>255 AND POINT
(((x-1)*8)+4,(175-(y*8))+4)=0 AN
D PEEK (mempos-1)<>1 THEN POKE m
empos+1,1: PRINT AT y-1,x-1;"JK"
: GO TO 9130
9125 IF IN 4[illegible]50<>255 AND POINT
((x*8)+4,(1[illegible](y*8))+4)=0 THEN P
OKE mempos+[illegible] PRINT AT y-1,x;"
L"
```

```
9130 IF scree[illegible]=0 AND x=0 THEN
GO TO 9500
9140 POKE mempos,y
9150 LET len=len+1: LET mempos=m
empos+2
9160 PRINT AT 0,0;"length : ";le
n;AT 0,15;"screens : ";screens
9165 LET old=PEEK (mempos-4)
9170 IF old=y THEN PRINT AT y,x;
"█"
9173 IF old>y THEN PRINT AT y+1,
x;"▀";AT y,x;"█"
9176 IF old<y THEN PRINT AT y-1,
x;"▀";AT y,x;"█"
9200 LET x=x+1: IF x=32 THEN LET
 x=0: CLS : LET screens=screens+
1
9250 GO TO 9100
9500 REM
9505 CLS : PRINT "     LANDSCAPE
    GENERATOR"
9510 PRINT ''"Press : 1) To gene
rate landscape        2) To save
 landscape            3) To load
 landscape            4) To exit
"
9515 IF INKEY$="1" THEN GO TO 96
00
9520 IF INKEY$="2" THEN SAVE "ls
cape"CODE 50000,1280
9522 IF INKEY$="3" THEN LOAD ""C
ODE : RUN
9525 IF INKEY$="4" THEN RUN
9530 GO TO 9515
9600 REM
9605 CLS : PRINT ''" Landscapes
are 20 screens long  and are for
med by moving the    front of th
e landscape up or    down as it
moves forward."
9610 PRINT '" Fuel should be pla
ced on flat   areas of ground, a
bout 2 to 6   fuel pods per scre
en, suitably  protected by bombs
."
9615 PRINT ''" 6 ... down       y
-p    ... fuel 7 ... up        h
-enter... bomb"
9620 PRINT AT 21,0;"Press any ke
y to start...": PAUSE 0: GO TO 9
010
```




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With Christmas just around the corner, our Joystick Jury resumed its session to take a look at some of the new releases for the ColecoVision system. And although dedicated video-games machines seem to be taking a nose-dive lately, CBS are releasing some attractive new games.

JOYLESS VICTORY

Games like *Victory* really make me wonder if the Colecovision has any future.

Two years ago I was writing with nothing but enthusiasm for this bright new video games system which promised great things with its range of exciting arcade-to-home conversions.

There was *Donkey Kong, Zaxxon* and *Venture*. Lots of good games — the only problem was finding the money.

But recently the supply of good games has started to dry up. We've had *Miner 2049'er, Rocky* and *Omega Race* that have been worth buying — the rest can only be described as average.

Victory too falls into this category. It's a scrolling shoot-'em-up with a planet surface scene and space scene. Again the game works with the pricey Roller Ball controller — your ship can move in any direction and your gun rotates through 360 degrees. It's the sort of game that has been done so well on other systems — Spectrum and 64 to name but two — so that when you come across a third rate version on what is supposed to be the best games system around, you cannot help but be disappointed.

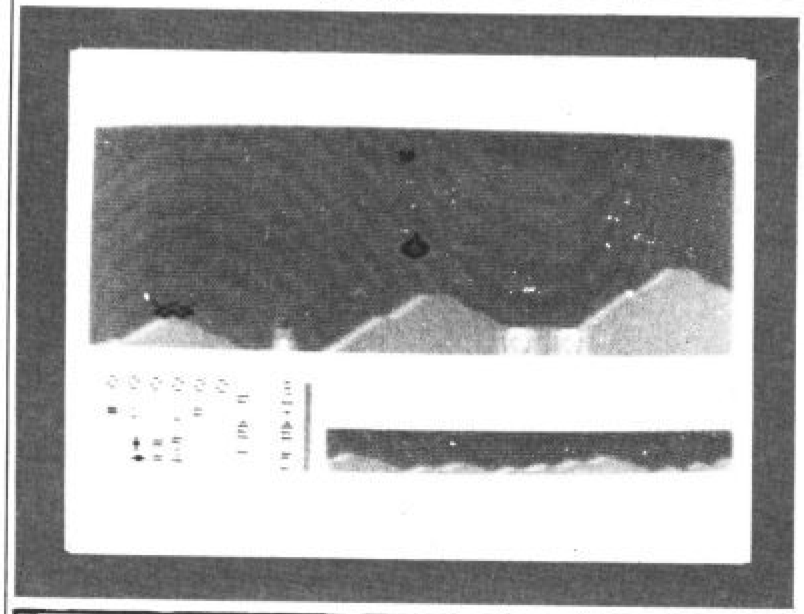
The game does have some saving graces, like the radar scanner that enables you to track the position of the incoming aliens.

The game also has a run ranking system that starts you off as a cadet and challenges you to work your way up through the ranks to squadron leader.

Trouble with this is that it's just too easy to gain those promotions.

Other features include smart bombs, shields, a refuelling mechanism and a shield strength indicators.

The graphics in *Victory* are very crude and chunky and movement seems very jerky.



The Verdict

Not good enough a game to justify the £29.95 asking price.

- **Action**......................2
- **Graphics**.................1
- **Addiction**................1
- **Theme**.....................1

THREE IN ONE!

Omega Race spun into the arcades two years ago and then spun out again without making any major impact.

It made a brief reappearance on the Vic 20 last year and now thankfully there is a version for the ColecoVision.

It's a pity this game has been ignored by most of the arcade game cloning software houses as it's a very original and entertaining game well worth converting.

The game works in conjunction with the Coleco Roller Controller — not exactly a cinch at £50.

You pilot the Omega fighter as it battles against the droid forces. The ship can rotate through 360 degrees, thrust forward at great speed and bounce off the walls to gain an advantage.

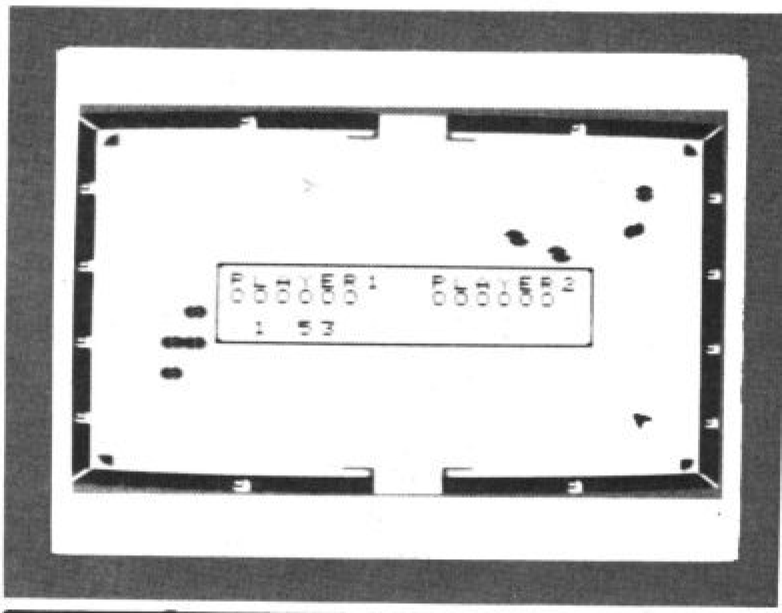
You are armed with a laser gun as defence against the droids but — be warned — they have the same fire power as you do and they also have the advantage of numbers.

The first few sheets of droids conveniently stand still so that you can pick them off with ease. Pretty soon they start to speed up, tracking you around the central island at great speed, so manual dexterity with the Roller Controller becomes important.

This is where the strategy element comes into *Omega Race* — planning your direction, and your angles of fire and bouncing off the walls to arrive at a vantage point.

There are three variations on the basic game: Tunnels and Astro Gates which feature two escape tunnels that can also be used for surprise attacks and Fast Bounce which makes you rebound off the sides of those walls like a silver ball in a pin table.

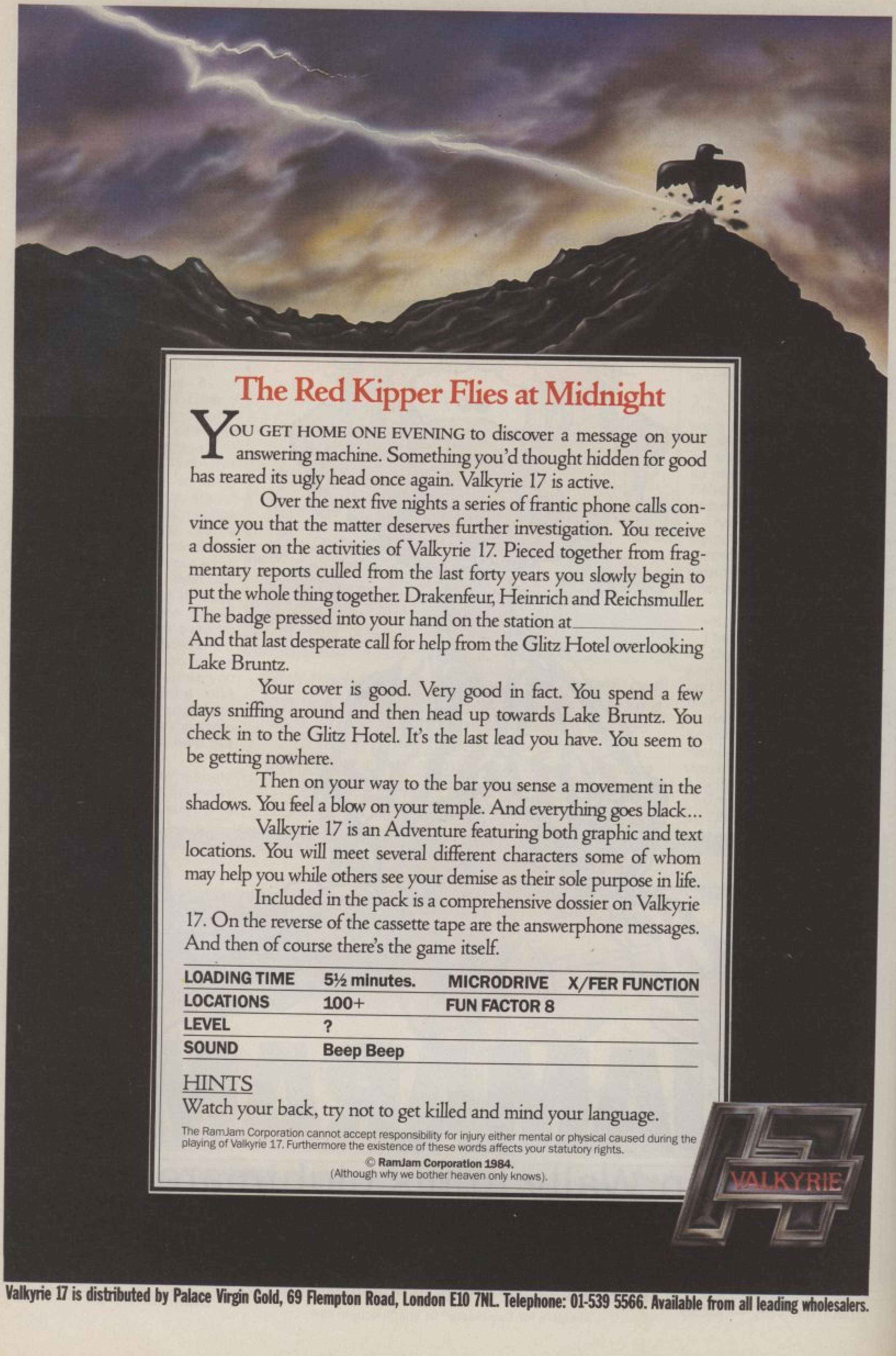
Omega Race available now at £29.95.

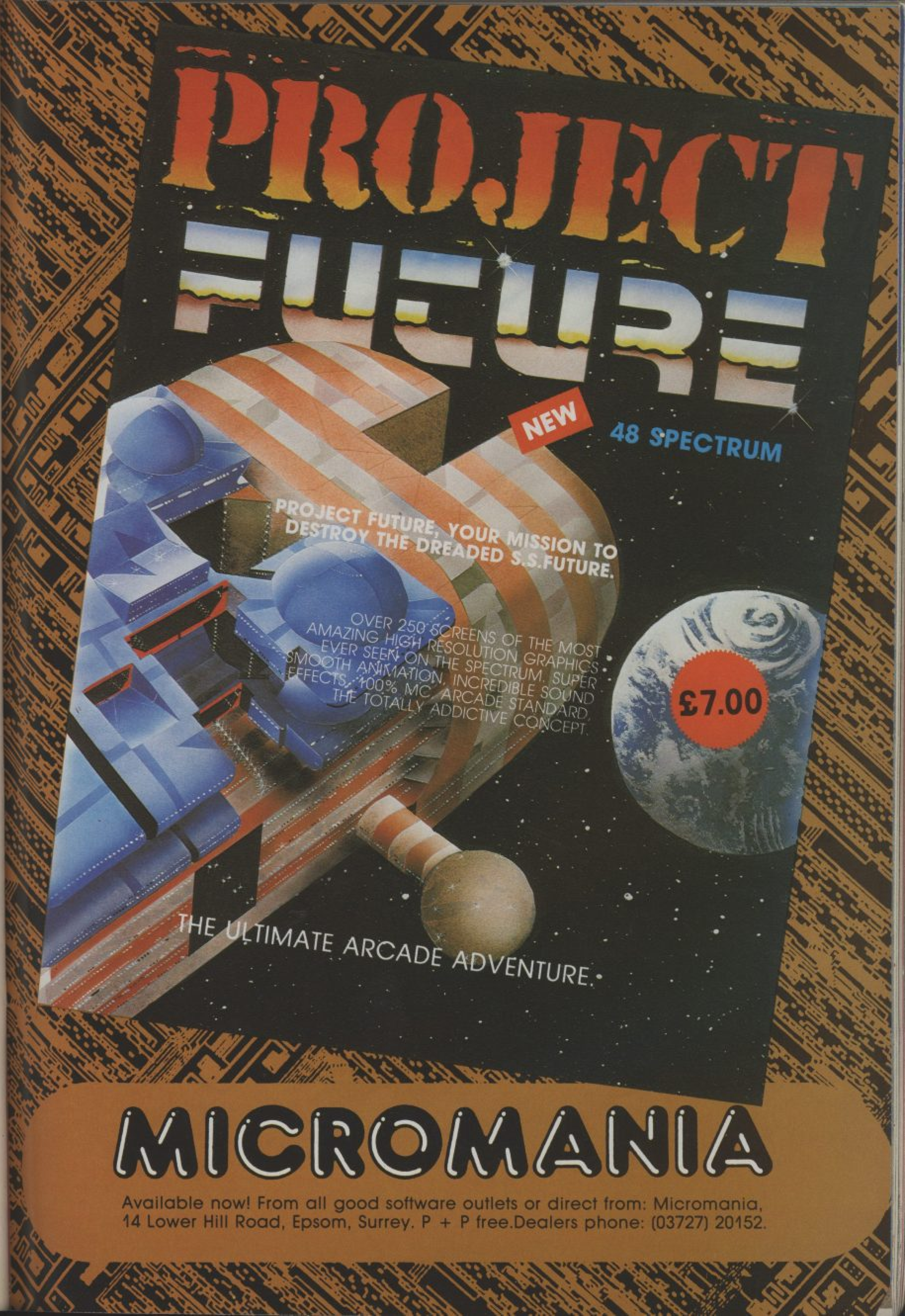


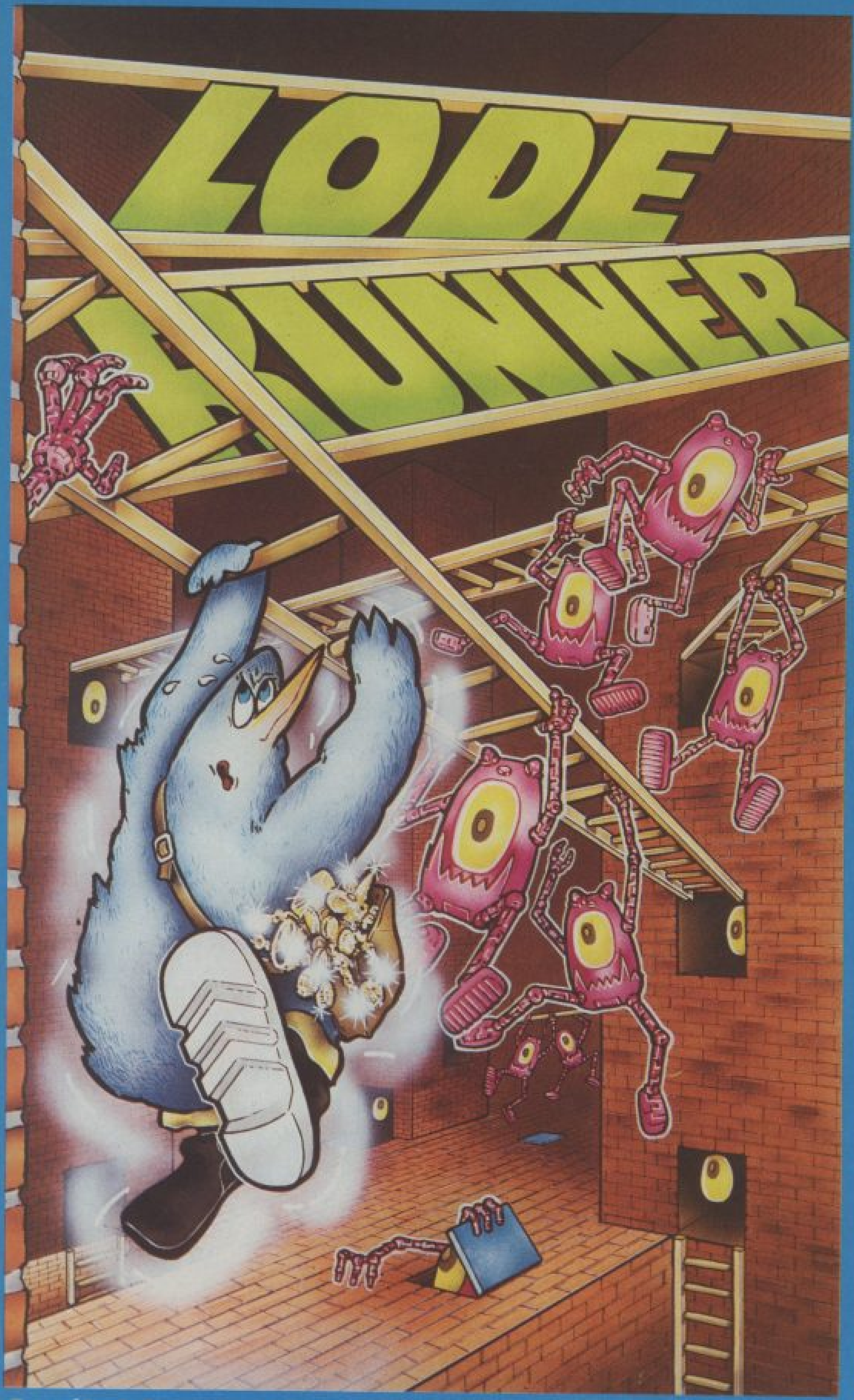
The Verdict

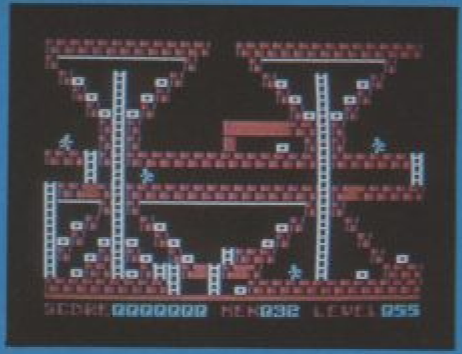
If you are lucky enough to own a Roller Ball controller for your Coleco, this is one of the best available for it so far. You'll find it difficult to put it down.

- **Action**......................4
- **Graphics**.................2
- **Addiction**................4
- **Theme**.....................3

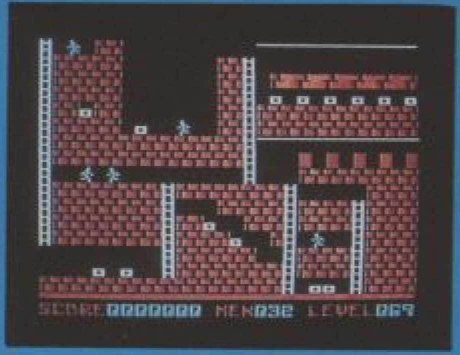

The Red Kipper Flies at Midnight
YOU GET HOME ONE EVENING to discover a message on your answering machine. Something you'd thought hidden for good has reared its ugly head once again. Valkyrie 17 is active.
Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. Drakenfeur, Heinrich and Reichsmuller. The badge pressed into your hand on the station at__________.
And that last desperate call for help from the Glitz Hotel overlooking Lake Bruntz.
Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Bruntz. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.
Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black...
Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.
Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answerphone messages. And then of course there's the game itself.
LOADING TIME 5½ minutes. MICRODRIVE X/FER FUNCTION
LOCATIONS 100+ FUN FACTOR 8
LEVEL ?
SOUND Beep Beep
HINTS
Watch your back, try not to get killed and mind your language.
The RamJam Corporation cannot accept responsibility for injury either mental or physical caused during the playing of Valkyrie 17. Furthermore the existence of these words affects your statutory rights.
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(Although why we bother heaven only knows).
17
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You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping and climbing heroically, solving perplexing puzzles and drilling passageways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need quick wits and brains!

CREATE YOUR OWN GAMES!

Lode Runner is more than a fast action game. It's a game generator that lets you design your own puzzles and scenes. You can move, add and take away countless ladders, floors, trap doors, crossbars, gold chests and Bungeling enemies. It's easy and there's no end to the variations, challenge and fun.

Available on the 48K Spectrum

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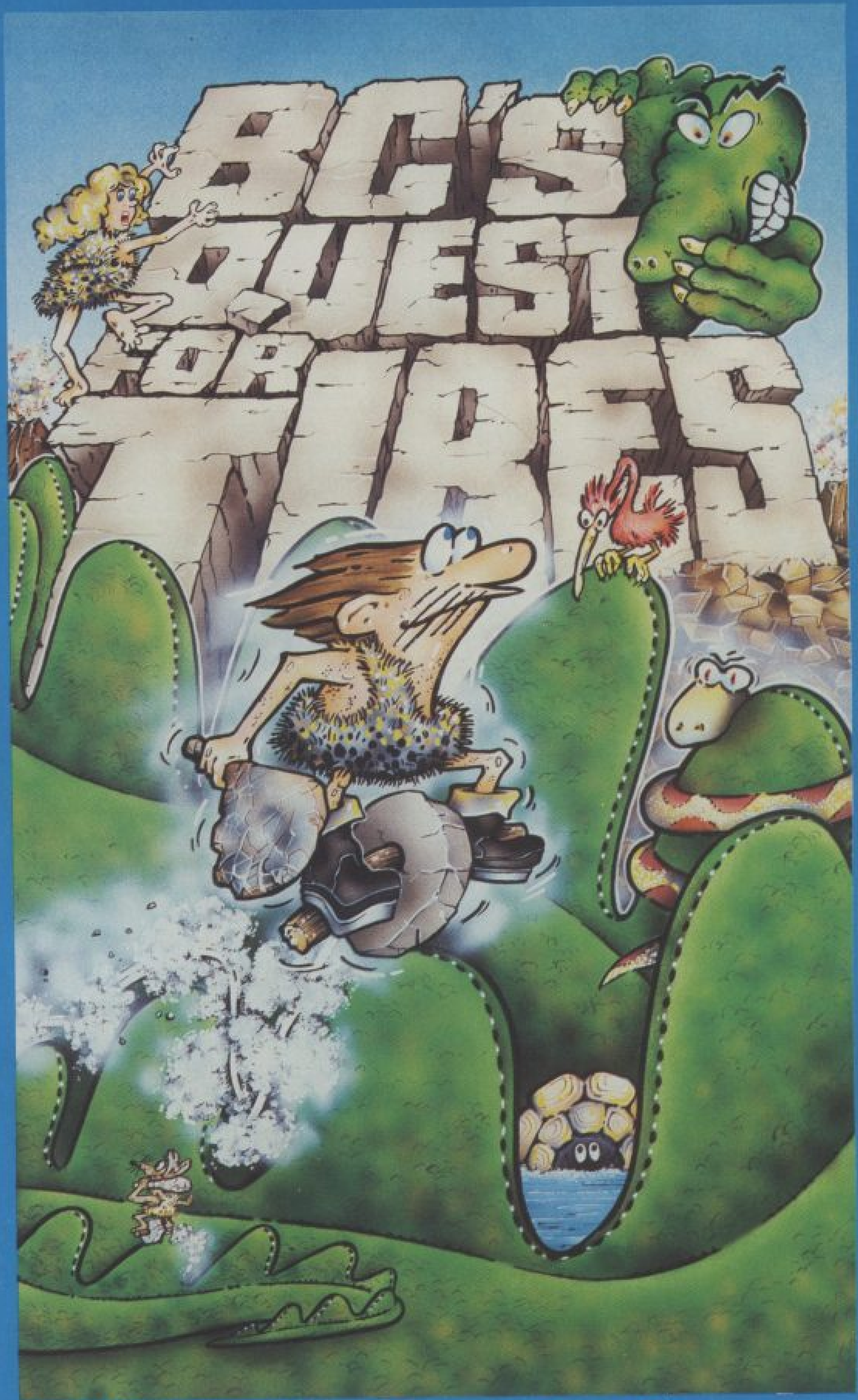


Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!



Available on the Commodore 64

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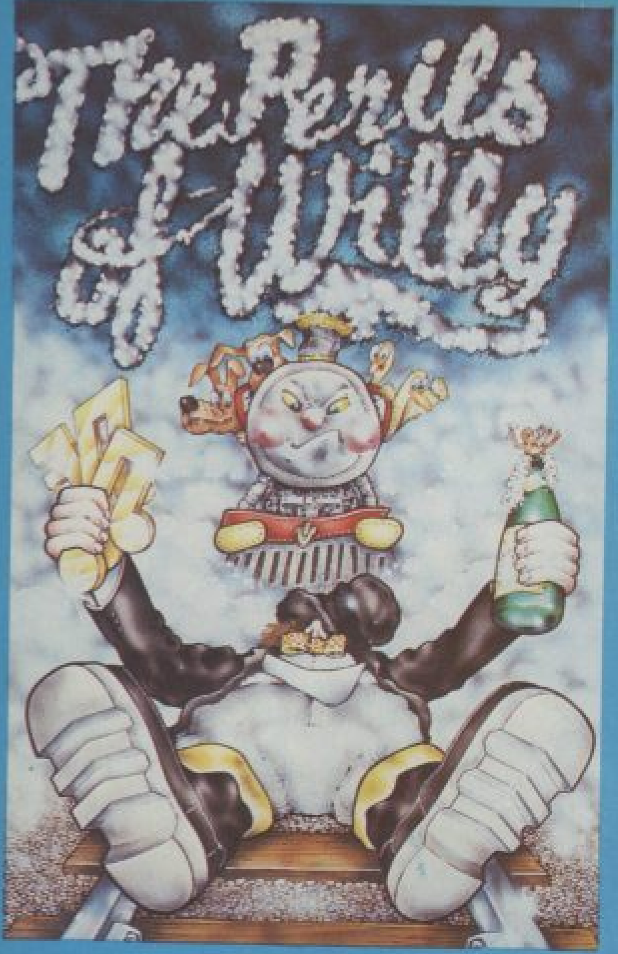
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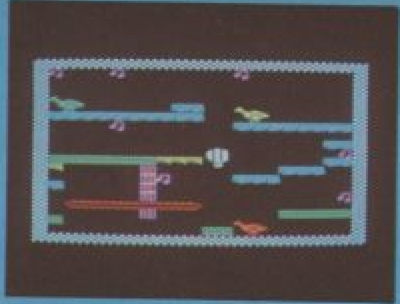
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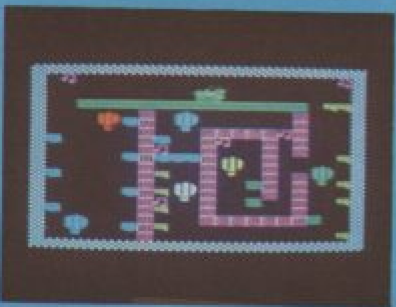
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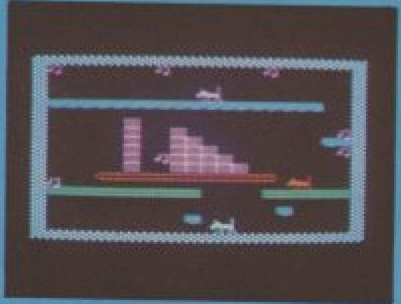
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Oh what a night, drinking, dancing and singing 'til dawn. Now it's time for all the revellers to make their way home. Being a little worse for drink, you decide to walk home in the cool night air, rather than taking a taxi. Singing merrily along the way, you walk through the park and skip lightly over the ducks and catch the notes of music that seem to hang in the air. But be careful when approaching the railway, trains still run at this time of day and wild dogs are in search of food! When you have collected all the notes on the level you are on you will proceed to the next, collecting a time bonus on the way.

Miner Willy's first outing on the Commodore VIC 20.

Available on the VIC 20 + 16K expanded

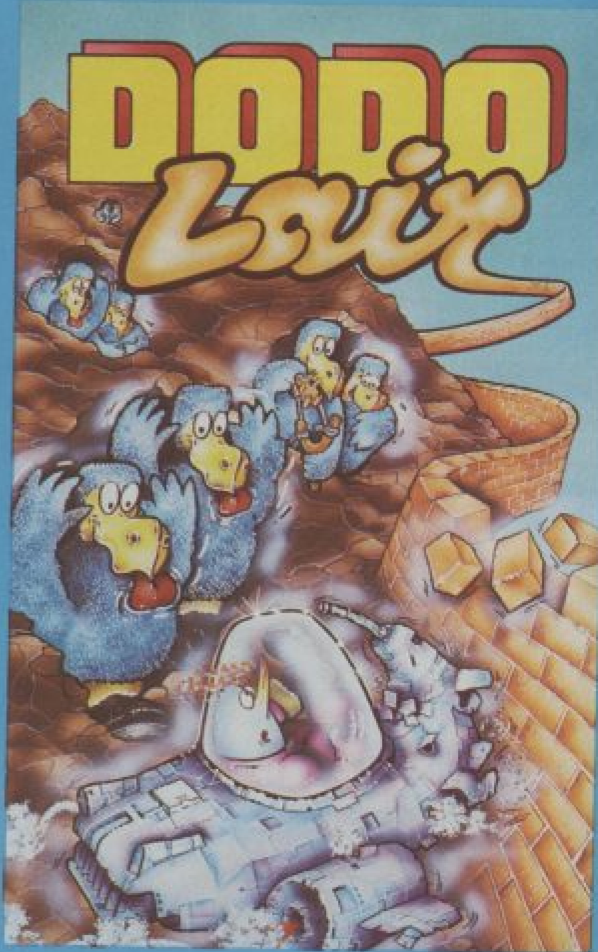
Its army to enormous dimensions, soon its attack on mankind will commence. Exploring the outer regions of a weird landscape, your secondhand 'ground skimmer' has only a single laser in its armoury. Discovering the Dodo's secret means you must destroy as many beings as possible, as the Dodo will try anything in its power to prevent the secret getting out. The game has 9 attack waves with progressive difficulty and speed. There's a bonus life every 10,000 points and bonus points after every wave, dependant on which level you are on (Bonus=Wave Number x 1000). After the wave bonus the Dodo must be hit 12 times, by bringing the number on the right of the score from 88 to 100. The number of 'Mults', 'Wallys' and 'Buildas' is also dependant on the wave number.
WARNING: 'Mults' are not affected by laser fire, but in fact, feed on it. The 'ground-skimmer' can be destroyed on collision with any enemy or enemies weapons, or by letting the 'BBs' (purple coloured enemy) getting to the far right of the screen.

Available on the unexpanded VIC 20



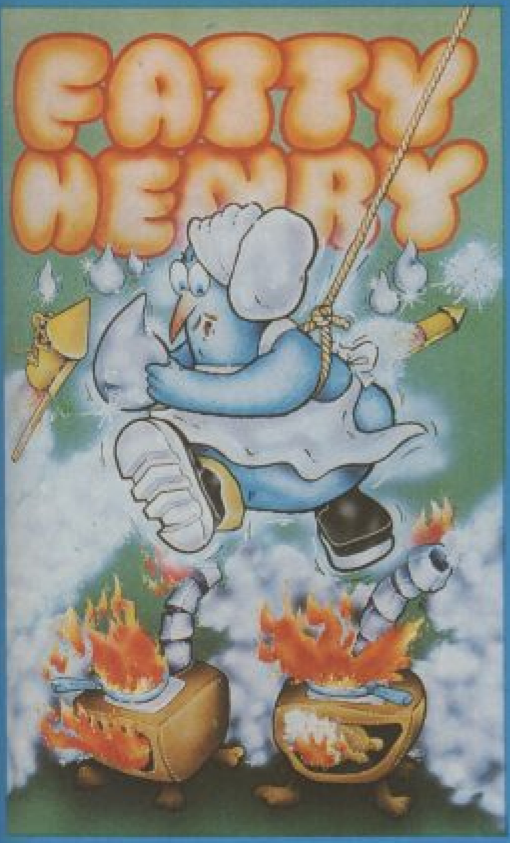


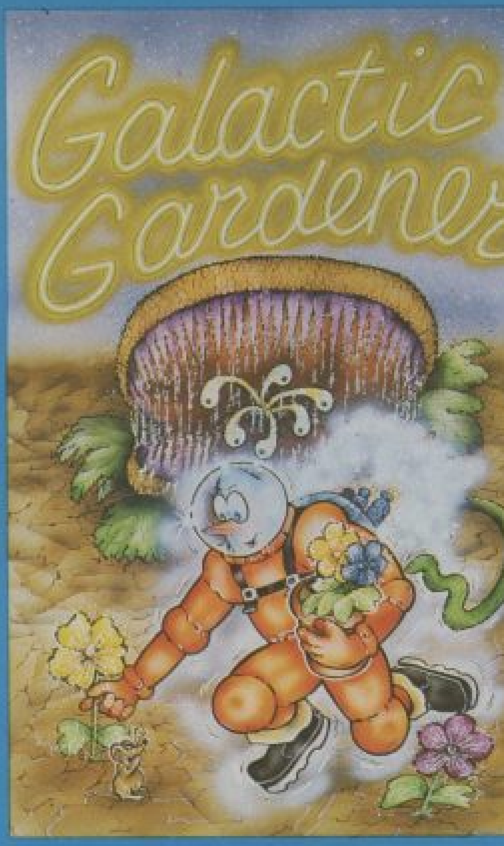


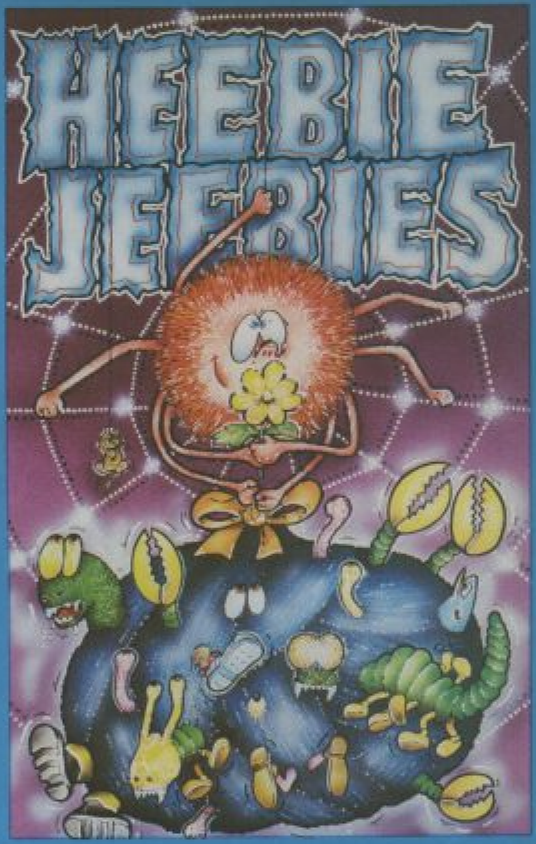


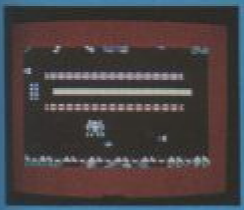
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Deep in the kitchen of one of the towns first class restaurants amongst the hustle and bustle, Little Thwitchy Thwilly has just been selected from the aquarium as a customers main course . . . panic . . . sitting in the oven his first thought is survival and how to escape. As the oven is ignited and the flames start to rise he realises his only hope is to collect the dripping condensation from the pipe at the top of the oven and try to extinguish the flames. It's going to be tough, he must survive through ten different ovens and face added hazards such as the rotating spit, spinning food debris, oven foam and the restaurants pet dog, Fatty Schizo Henry, who by the way often enjoys a snack from the restaurants aquarium. Can you help him?

Available on the unexpanded VIC 20



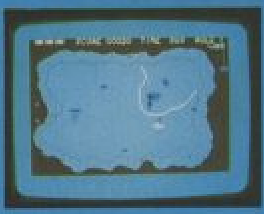


Once you were the head gardener in charge of a group of ten power-flowers. These have been stolen and hidden in a set of caves, from which you must retrieve them. The flowers are protected by forcefields, gates, begonias and patrolling snap-dragons. Be careful as the flowers are poisonous and you must find a pot to put each flower in before you try to pick it up.

The beans in the cave are harmless and extra points will be achieved by picking them up along the way, but don't touch their stalks.

If anything is touched other than a pot, beans, fuel dumps for re-fueling, sprays which can be used to stun the snap-dragons, or a plant if you have a spare pot, the result will be that you are teleported to the start of the game. It is possible for you to leave your transported back to your teleport. You begin the game with four teleport charges and an extra charge is gained for every flower collected.

Available on the Commodore 64





You play the roll of a spider in this extremely compelling game and you are faced with escaping from some very perilous situations.

You are trapped in a hole from which you must escape, but there are other insects in the hole which make your task more difficult, as contact with any of them will lead to instant death. However you are not totally defenceless you are capable of leaving a web trail which only snails can cross. By collecting the twigs that are littered around and storing them against the left hand side of the hole between the two stones a bridge will form and you will be able to climb out. But be careful — there are 15 hazardous situations to contend with — each one more difficult than the last.

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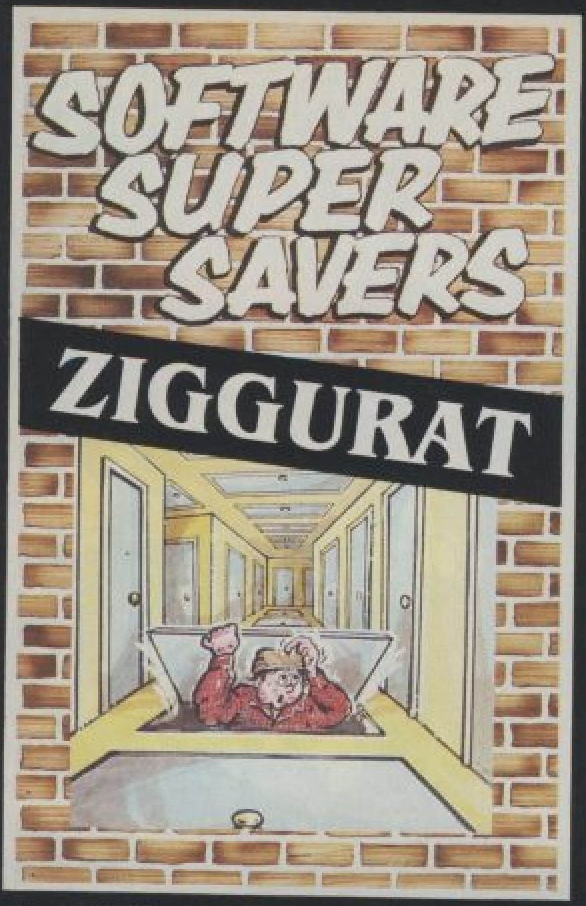
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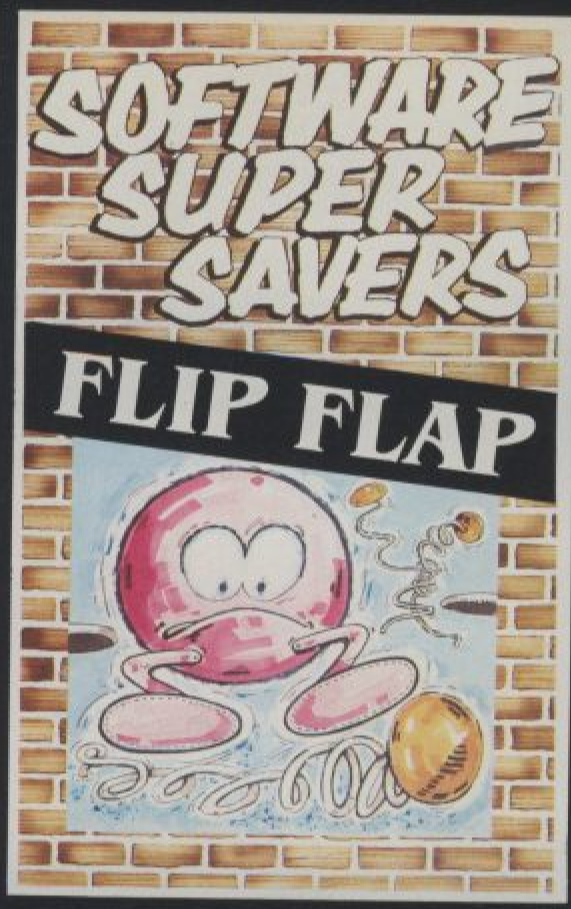
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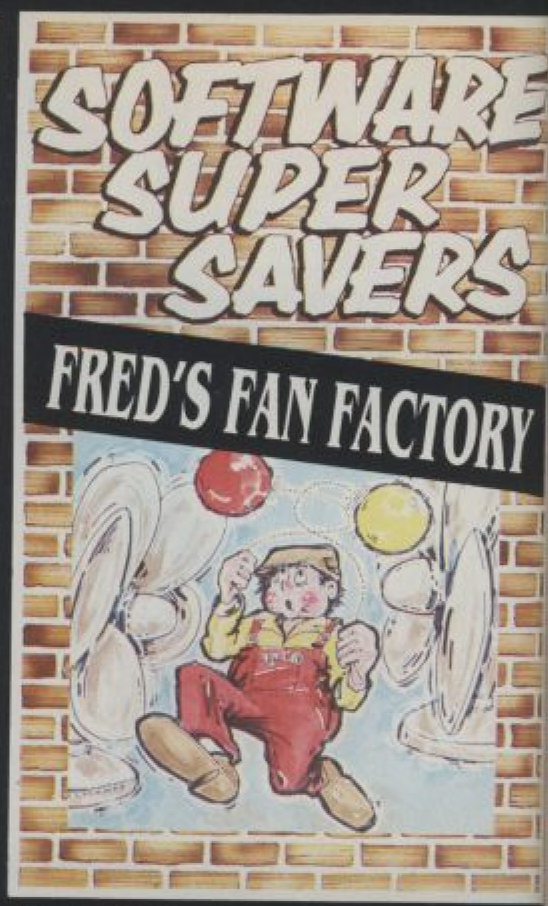
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Lured by the promise of untold riches, our intrepid hero enters the temple of Ziggurat, a place of ill legend. All he has to do is grab the money and run, but he can't quite remember which way he came in, and what is that shuffling sound coming from the crypt.
Available on the 48K Spectrum.



A pin ball game with a novel twist. There are twenty tables to be negotiated, each by reaching a target level. Each table has a different theme with original 'bonus' features. Will you dare to use the gamble feature? You could gain an extra ball – or lose 5,000 points!
Available on 48K Spectrum



It's Fred's first day at his new job; guiding balloon men through the factory passages using fans to blow them to freedom. Easy? It looks that way until the balloon men come under seige from spinning knives, fireballs, spikes and explosives, Fred is starting to panic, can you help him.
Available on the 48K Spectrum.



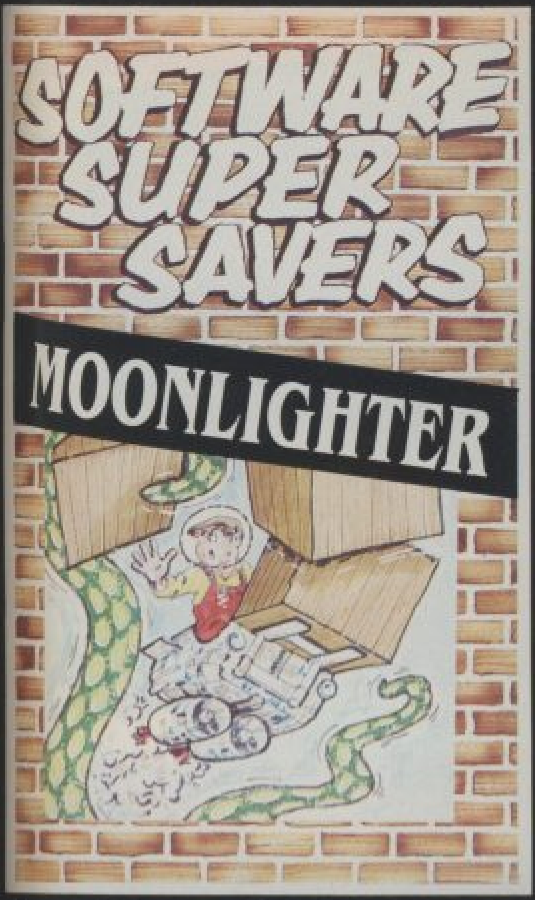
In the heart of hostile Indian Country, prospector Jake has discovered a fabulous fortune in gold, spread out in 24 rich fields. To claim these riches he has to fence off each mine. The Indians, alas, have other ideas, tearing down his fences and attacking him with arrows and tomahawks. Can Jake block the Indians with carefully placed sticks of dynamite and stake his claim to the fortune.
Available on the Commodore 64.



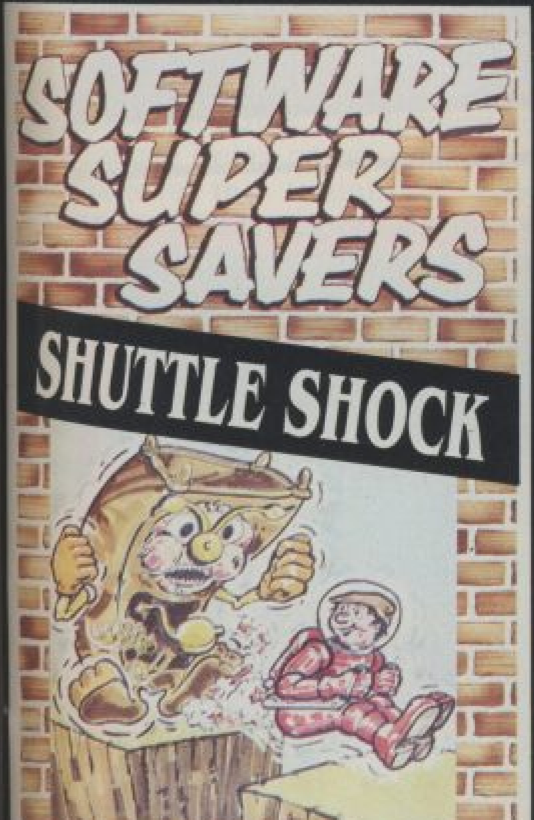
Night falls over the city and at the local museum Herbert the curator is doing his rounds. As he approaches the Green Room containing the mysterious and fabulously valuable "Faces of Haarne", strange noises can be heard from within. Armed with his steel-rimmed "Odd-Job" hat, Herbert enters the room. You won't believe what he encounters!
Available on the Commodore 64.



All has been quiet at the Trans-Cosmos outpost for the past 50 Intergalactic Standard Time Units. Suddenly, out of nowhere, appear hoardes of alien marauders – 100 waves of them. This is it; the moment you've been waiting for, the chance to gain your stripes.
Available on the 48K Spectrum.



You are the Commander of a Space Shuttle ferrying cargo to Arcturus and all planets north. Whilst checking the inventory, which includes Mega-Tennis Balls, Clockwork Oranges and Intoxo-Beverages, you hear some very peculiar sounds coming from the hold. Dare you investigate?
Available on 48K Spectrum.



Algernon the astronaut has crash-landed on the planet Epsilon XI and the power packs that propel his rocket have been dispersed around the planet. Algies efforts to re-assemble his power packs are hindered by some rather eccentric life forms; stinkers, mutant lawn mowers, grandfather clocks?? What kind of planet is this?
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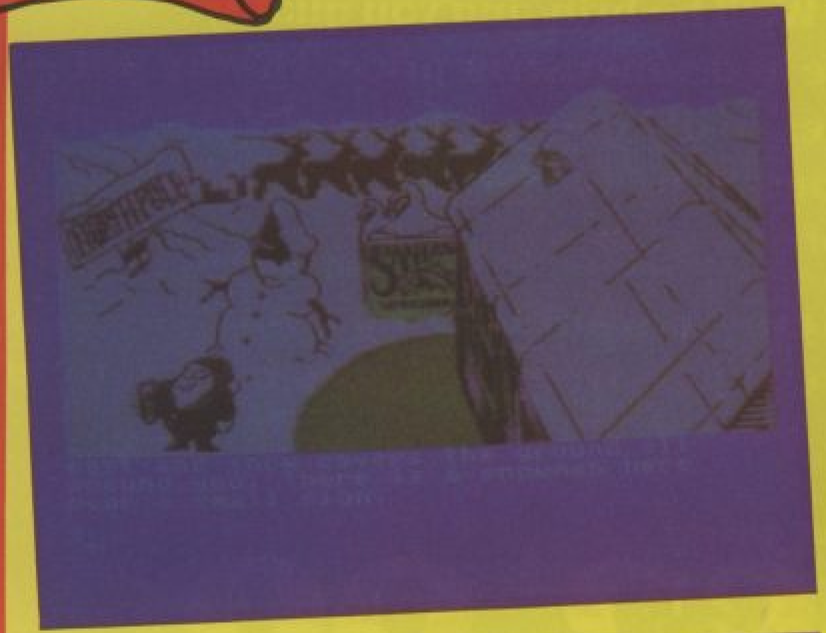
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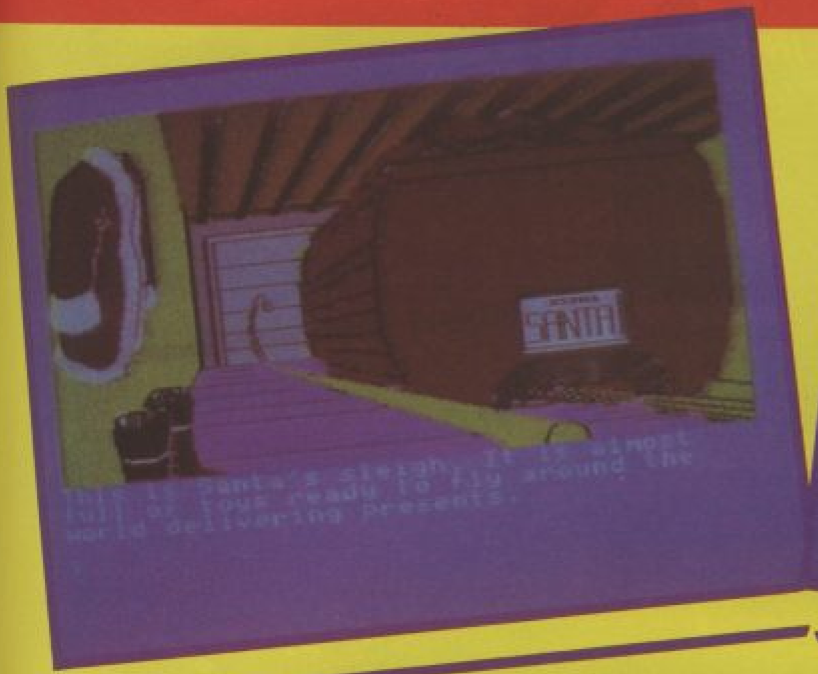


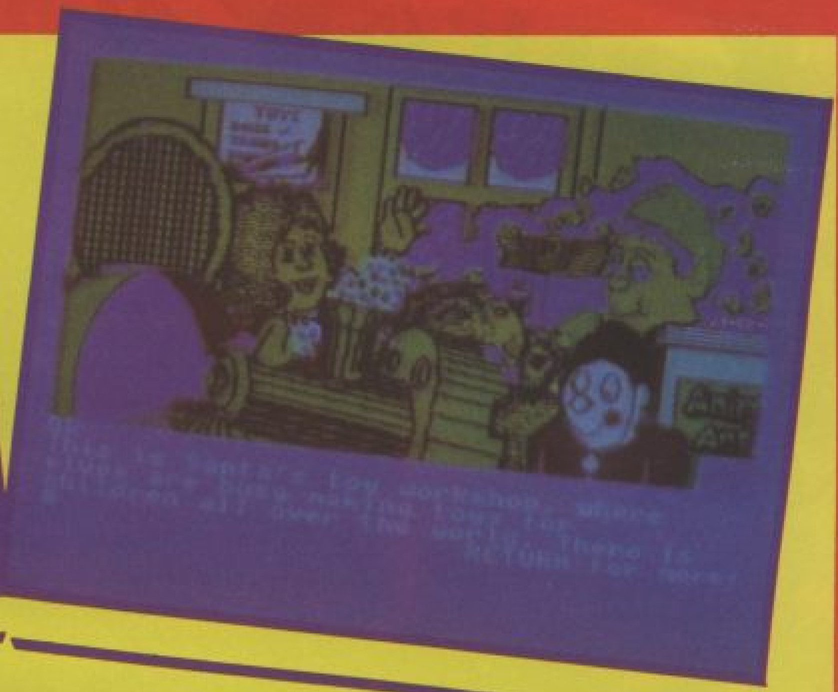




CUT-OUT YOUR CASSETTE INLAY











With Christmas and new year holidays looming, many a gamer's thoughts are turning to "what can I play on my computer to relieve the tedium of Billy Smart's Circus, soppy films and the Paul Daniels Christmas Show?"

If that sounds like dullsville to you then relax — *C&VG* and Melbourne House have come up with a game that will keep you occupied and entertained throughout the twelve days of Christmas.

Merry Christmas runs on the Commodore 64 and is a gift at 95p. The animation is amongst the best that you will see on any game, with delightful moving pictures to illustrate some of the locations. It's one of the new breed of adventures from the company who brought you *The Hobbit*, *Sherlock* and *Zim Sala Bim*.

The game begins outside Santa's home in the North Pole. To the east is the toy factory where the elves are busily putting springs on jumping jacks, wheels on toy cars and pretty clothes on dolls. Outside, the snow is falling and you can hear the blizzards blowing across the snowy wastes.

Call Santa, and Father Christmas emerges from his hut clad in his red coat with fur-lined hood and big black boots.

But something is missing. Better call reindeer. Do this, and watch the reindeer scampering down the hill ready to pull Santa's sleigh.

If you succeed, a visual treat is in store as Santa flies away to distribute his toys.

Guaranteed to generate sighs and aahs from members of your family this Christmas.

To get your Christmas adventure game, fill in the form below and send it off with a cheque or postal order for 95p. Forms should reach us no later than November 31st. Please allow 28 days for delivery. Do not send cash through the post.

To: *C&VG*/Melbourne House Christmas Offer, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU.

Please send me..........tape(s) of *Merry Christmas* From Melbourne House.

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Address ....

....

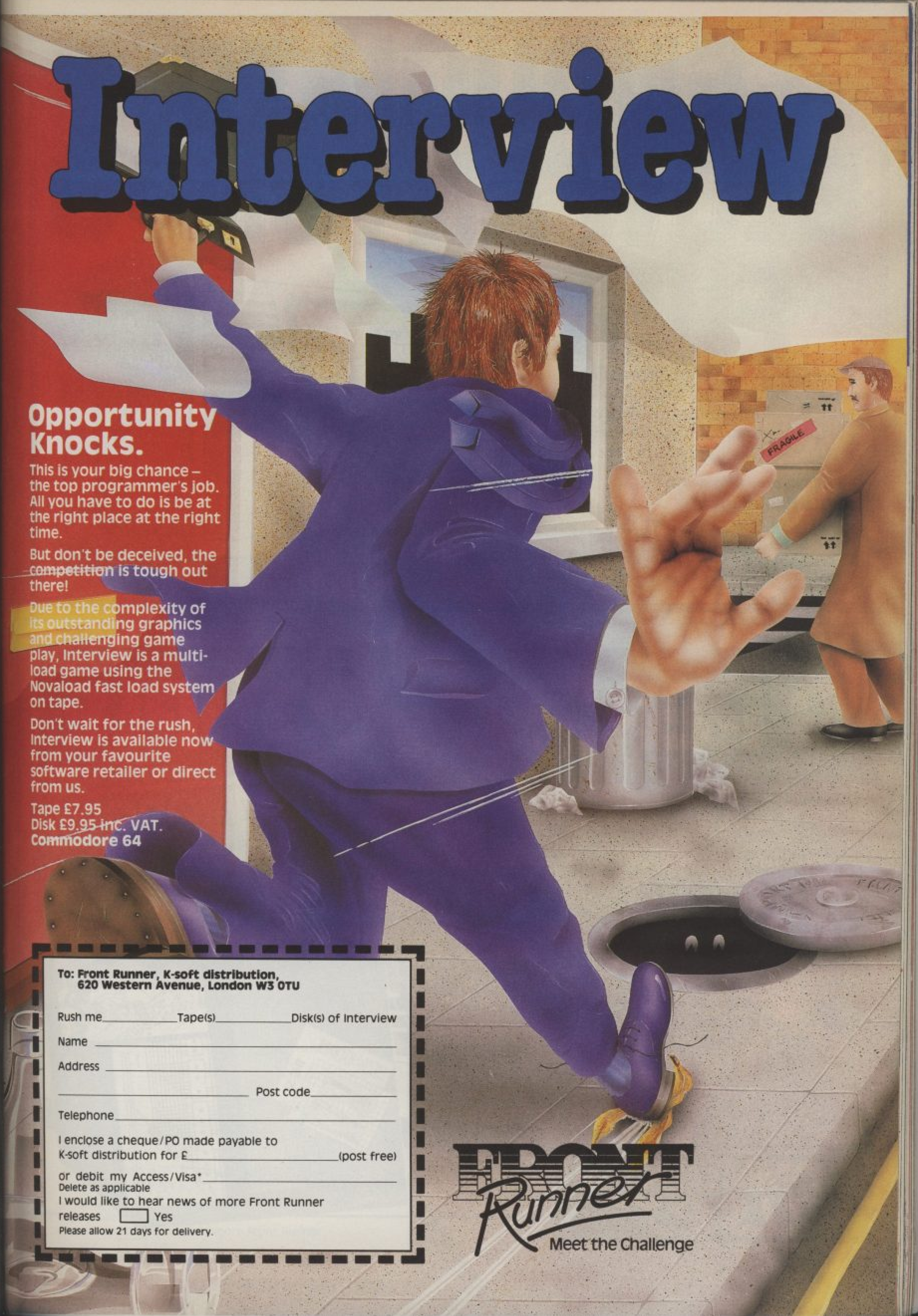
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ULTRON
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BBC...£7.95 ELECTRON £7.95
Merry Xmas
SANTA
MERRY XMAS
SANTA
Hi-res full colour arcade action as Santa delivers presents on Xmas Eve...avoid hostile snow men flying snowballs, slippery roofs, icicles etc. whilst devouring as much cake, pudding, and sherry as possible on the way - but be careful Santa doesn't get tipsy who knows what might happen SPECTRUM £5.95
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Boilerhouse is an all machine code game with keyboard or joystick options.
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The ultimate development from agf



Designed exclusively for the ZX Spectrum, Protocol 4 brings you game control customising in a way that no other interface does. It can accept all commercially standard joysticks, including the Quickshot II with 'rapid fire' or Trackball controllers, and is compatible with ALL Spectrum software. **OPERATES LIKE FIXED OPTION INTERFACES OR CAN BE FULLY HARDWARE PROGRAMMED**

The flexibility of Protocol 4 control is achieved by a specially designed 'CustomCard' system. CustomCards are easily programmed to suit all types of games.

Simply clip in a programmed card for immediate customised control. With preset cards supplied Protocol 4 can emulate the following control standards: AGF/Protek, Kempston and ZX Interface 2 — both players. You can change or reprogram blank cards (1 supplied) to get the responses you want — even on games without joystick options.

Utilising Hardware Programmed technology you have the benefit of automatic eight direction control, no power-down programming loss, guaranteed conflict-free operation with other peripherals, including microdrives, and no extra software to load or awkward joystick movements and key presses to make each time you load another game. The keyboard remains fully operative at all times.

It is also perfectly possible to connect up to five Protocol 4's on one Spectrum, each programmed separately, for multiple player control — only possible with the hardware programmed design.

Incorporated into the design is a computer Reset button for clearing the computer memory between games without pulling the power plug out.

Fully guaranteed for 18 months, Protocol 4 comes supplied with five CustomCards, ten Quick Reference Programming Cards and complete instructions.



PROGRAMMABLE INTERFACE

As the first fully hardware programmed joystick interface, this product has become well established over the past year and will accept ALL standard joysticks or trackballs, including Quickshot II with 'rapid fire', for use with ALL Spectrum or ZX81 software — not just those with a joystick option.

* No Software programming required.
* Programming is *not* lost when power is disconnected between games.
* Eight way movement — with or without the fire button pressed — only requires setting of the four normal directions.
* Compatibility is guaranteed with ALL key reading techniques — machine code or BASIC.
* Several interfaces can be separately programmed and fitted to one computer for multiple player games.

Keyboard operation is totally unaffected by this interface, as with all AGF add-ons, and will never conflict with *any* other device fitted at the same time.

Twelve months guarantee, key programming information and a pack of Quick Reference Cards, to speed up setting of the clips, are supplied with full instructions.

INTERFACE II

The AGF Interface II represents the best low cost introduction to joystick control.

The 'AGF' control standard is now offered by over 100 games or utility programs for use with any joystick or trackball.

Any game which is controlled by the cursor movement keys (5,6,7,8) or has a Protek option is also compatible with Interface II.

A rear connector allows other peripherals to be connected at the same time.

This product is available for either the Spectrum or ZX81, is supplied with full instructions, a 12 month guarantee, and a 12½% discount voucher against further AGF mail-order purchases.

ROMSLOT

The new AGF RomSlot is designed for anyone who already owns a programmable joystick interface, or prefers to use the keyboard to control games, and would like to add the facility of ROM cartridge software to their system.

RomSlot will accept the Sinclair range of instant loading games and will also be compatible with the new releases from Parker Software — exciting new games only to be available in ROM format.

This system allows instant play. Your computer memory size is not important and you will be able to play games that could ordinarily require more RAM.

RomSlot incorporates an extra feature called 'Restart'. This allows you to instantly *restart* the ROM game.

RomSlot is guaranteed for 12 months and has a full width expansion connector to accept joystick interfaces, speech units and printers etc.

QUICKSHOT

The Quickshot joystick is an excellent value game controller incorporating suction cups for sure-footed precision with a comfortably contoured handle offering a convenient top firing button as well as one on the base.

QUICKSHOT II

Quickshot II has improved styling with a trigger type firing button as well as the top firing action, with a broader base for greater suction stability.

It also has a unique 'Auto-Fire' facility which at the flick of a switch provides a constant rapid firing action simulating a fast trigger finger.

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Quickshot II Joystick	£10.50+£0.50 p&p	☐
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5 POKE36879,10
30 POKE36869,255
35 PRINTCHR$(147):FORI=7168T07679:POKEI,
PEEK(I+25600):NEXT
40 FORT=7432T07495:READV:POKET,V:NEXT
50 LI=3:D=110:SC=0:POKE36878,15
53 H=7942:R=7803:N=0
54 PRINT"█":A=8099:G1=8117:G2=7990:G3=78
97
55 PRINT"█████!!!!!!!          !!!!!!"
60 PRINT"█████!!!!!!!!█# #█!!!!!!!!!"
70 PRINT"█████!!!!!!!!!     !!!!!!!!!"
80 PRINT"█████!!!!!!!!█# #█!!!!!!!!!"
90 L1=8030:FORX=1T04
100 POKEL1,8:L1=L1+22:NEXTX
110 L2=7901:FORX=1T04
120 POKEL2,8:L2=L2+22:NEXTX
130 L3=7810:FORX=1T04
140 POKEL3,8:L3=L3+22:NEXTX
200 POKEG1+1,32:POKEG2-1,32:POKEG3+1,32:
POKEH+1,32:POKEH+22+1,32:POKER+1,32
205 POKEL1,8:POKEL2,8:POKEL3,8
206 POKE7769,40:POKE7747,39
210 POKEA,34:POKEG1,36:POKEG2,36:POKEG3,
36:POKEH,37:POKEH+22,38:POKER,35
215 IFPEEK(A)=36THENGOTO2000
220 G=PEEK(197):IFG=37ORG=29ORG=26ORG=34
THENPOKEA,160
230 IFG=29THENA=A-1:POKE36876,230
240 IFG=37THENA=A+1:POKE36876,230
250 IFG=26THENA=A-22:POKEA+22,32:POKEA,3
4:A=A-1:POKEA+1,32:GOSUB750
260 IFG=34THENA=A-22:POKEA+22,32:POKEA,3
4:A=A+1:POKEA-1,32:GOSUB700
265 IFPEEK(A)=36THENGOTO2000
267 POKE36876,0
```

```
270 G1=G1-1
273 G2=G2+1
277 G3=G3-1
278 H=H-1
279 R=R-1
280 IFG1<8099THENPOKE8099,32:POKE8098,32
:G1=8117
290 IFG2>8008THENPOKE8009,32:POKE8009,32
:G2=7990
300 IFG3<7879THENPOKE7879,32:POKE7878,32
:G3=7897
304 IFPEEK(A)=8THEN900
305 IFH<7925THENPOKE7925,32:POKE7947,160
:H=7942
310 IFR<7798THENPOKE7798,32:POKE7797,32:
R=7803
330 IFA=8107ORA=7999ORA=7998ORA=7997ORA=
7887ORA=7775ORA=7782ORA=7781THENGOTO2000
340 IFA=7770THENSC=SC+1000:GOTO2050
400 FORT=1TOD:NEXT:GOTO200
700 POKEA,34:A=A+1:POKEA-1,32:POKEA,34
710 G1=G1-1:G2=32+1:G3=G5+1:POKEG1+1,32:
POKEG2-1,32:POKEG3+1,32
715 FORT=7T010:POKE36876,200:NEXT:POKE36
876,0
720 A=A+22:POKEA-22,160:POKEA,34:POKE368
76,200
725 POKEG1,36:POKEG2,36:POKEG3,36:POKE36
876,0
727 IFPEEK(A)=36THENGOTO2000
730 POKEG1,32:POKEG2,32:POKEG3,32:RETURN
750 POKEA,34:A=A-1:POKEA+1,32:POKEA,34:I
FA=H+44THENGOTO780
760 G1=G1-1:G2=G2+1:G3=G3-1:POKEG1+1,32:
POKEG2-1,32::POKEG3+1,32
765 FORZ=1T010:POKE36975,200:NEXT:POKE36
875,0
770 A=A+22:POKEA-22,32:POKEA,34:IFA=R-22
THEN950
775 POKEG1,36:POKEG2,36:POKEG3,36
776 IFPEEK(A)=36THENGOTO2000
```



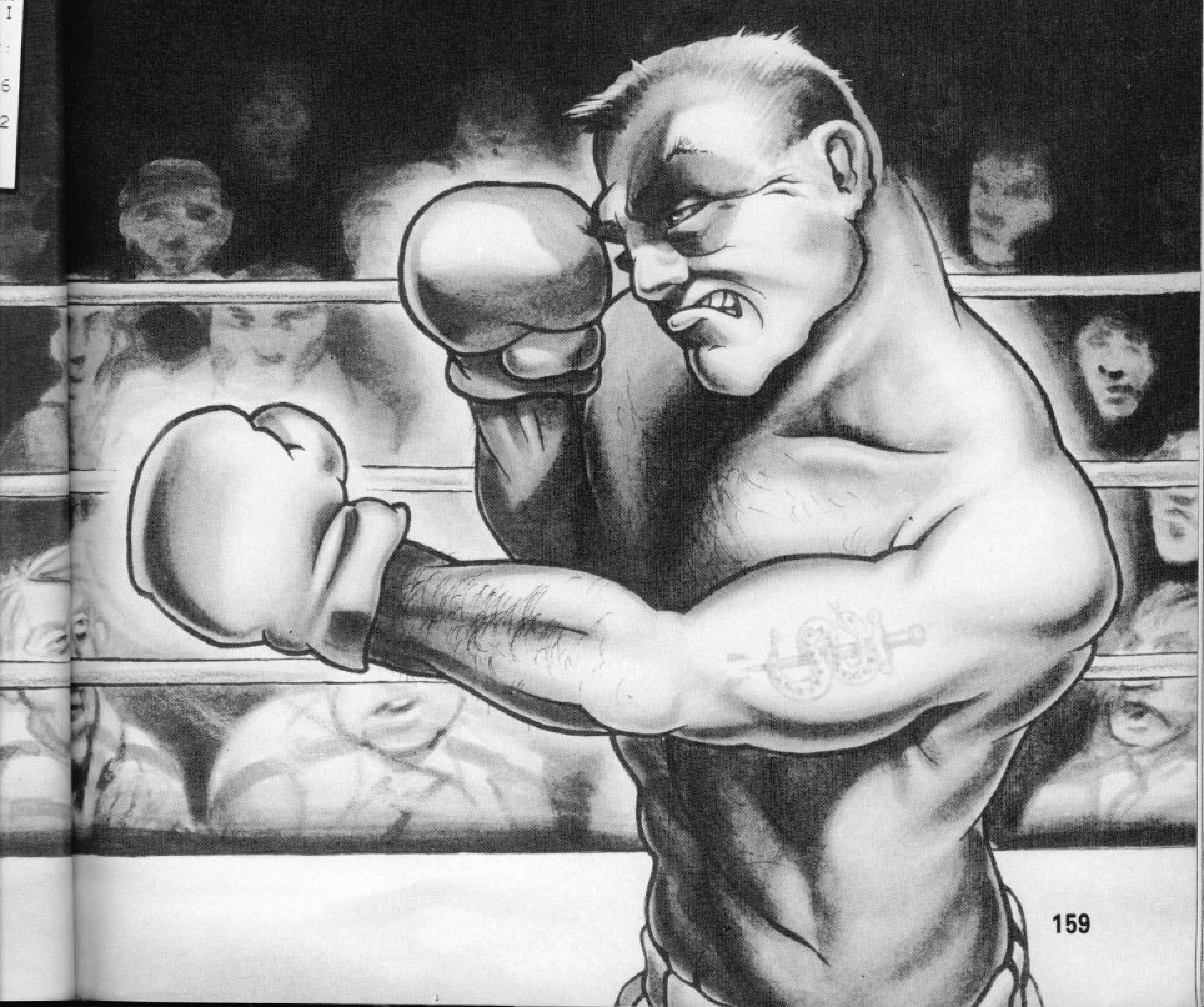
Illustration: Ivan Allen.

BOXER

RUNS ON A COMMODORE 64

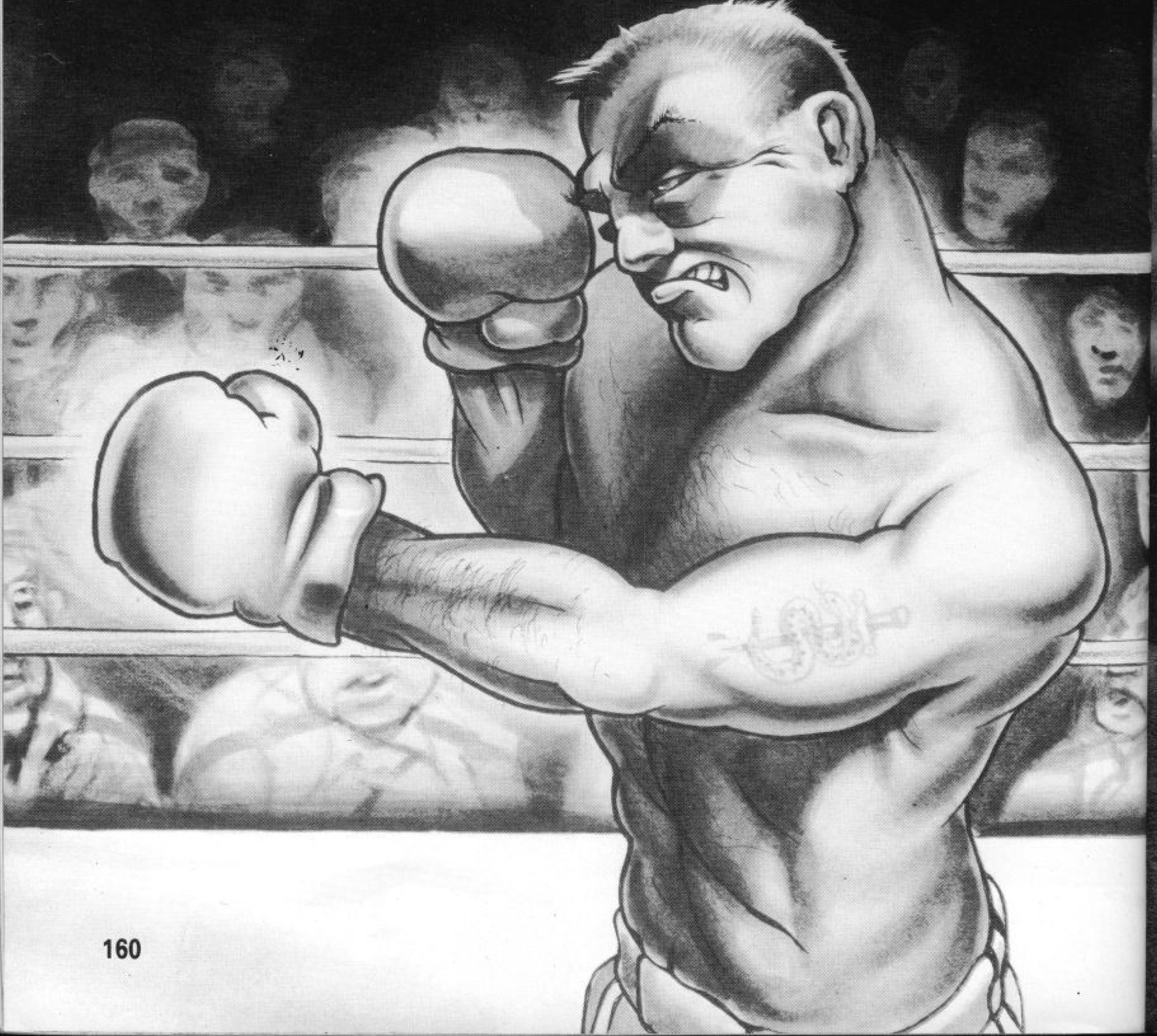
Fancy yourself as Frank Bruno? Reckon you could go a few rounds with Bonecrusher Smith? Well, get stuck into this program and you could soon be slugging it out with the best of them. Work your way up through the contenders to become the world champ! Jason has included all the instructions you need in the program. There are 10 opponents to beat — each a bit tougher than the first — and Jason has come up with some really neat graphics you are bound to enjoy. Are you slick enough to score a K.O.? Find out!

BY JASON ROBINSON



```
778 POKEG1,32:POKEG2,32:POKEG3,32:RETURN
780 FORX=1TO5:A=A-1:H=H-1:POKEA+1,160:PO
KEA,34:POKE36876,210
785 POKEH,37:POKEH+22,38
790 POKEH,32:POKEH+22,32:POKEH+1,32:POKE
H+23,32:POKE36876,0:NEXTX
795 A=A+22:POKEA-22,160:GOTO200
900 FORX=1TO5
905 POKEA,34:POKE36874,200
910 A=A-22:POKEA+22,8:POKE36874,0:NEXTX
920 SC=SC+100
930 GOTO200
950 FORX=1TO6
960 R=R-1:A=A-1:POKEA+1,32:POKER+1,32:PO
KER-1,32:POKE36875,230
970 POKEA,34:POKER,35:POKE36875,0:NEXTX
GOTO200
1000 DATA223,223,223,0,253,253,253,0,60
60,24,126,189,24,36,231
1010 DATA0,255,255,85,85,85,255,255,24,6
0,90,90,126,126,255,170
1020 DATA15,6,2,2,2,2,2,2,7,5,130,71,102
,126,62,28
1030 DATA0,0,0,0,0,0,60,66,129,90,126,22
7,239,235,98,60
2000 FORT=1TO8:POKE36874,170:POKE36879,4
0
```

```
2010 POKE36874,0:POKE36879,10
2020 NEXTT
2030 LI=LI-1
2035 IFLI=0THEN3000
2040 GOTO53
2050 FORT=1TO8:POKE36879,124:POKE36875,2
10:M=M+1
2060 POKE36879,10:POKE36875,0:A=A+1
2070 NEXTT
2080 D=D-20
2085 IFD<0THEND=0
2090 GOTO53
3000 PRINT"[illegible]":PRINT"[illegible]$ GHO
STY $"
3010 PRINT"[illegible]SCORE [illegible]";SC
3020 PRINT"[illegible]PLAY AGAIN Y OR N"
3030 GET A$:IFA$="Y"THENGOTO50
3040 IFA$="N"THENPOKE36869,240:PRINT"[illegible]":
END
3050 POKE36878,0:GOTO3030
```





Journey to the other worlds, in this combination arcade strategy game, which could take months to complete. Using the save game and load game feature you can store your game and all your purchases until you return to continue.



Available on cassette and disk for the Commodore 64 at all good computer stores.

Cass £7.95
Disk £9.95

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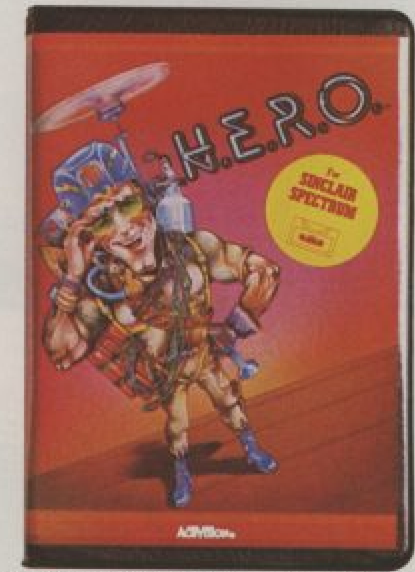
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The Activision Eight.



Pitfall Harry has to recover the priceless Raj Diamond from the lost caverns. But there is a small matter of poisonous frogs. Albino Scorpions. Vampire Bats. Electric Eels. Need we go on?
Running on Commodore 64, MSX, and Spectrum



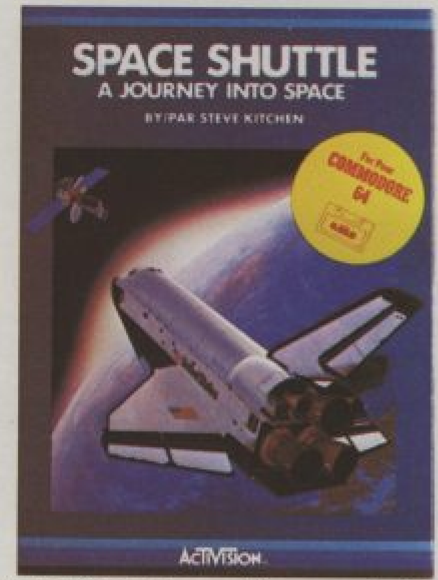
Miners are trapped deep underground. Threatened by molten lava, poisonous bats, snakes, spiders. You alone in the person of Roderick Hero – Helicopter Emergency Rescue Operation – can help.
Running on Commodore 64, Spectrum, MSX



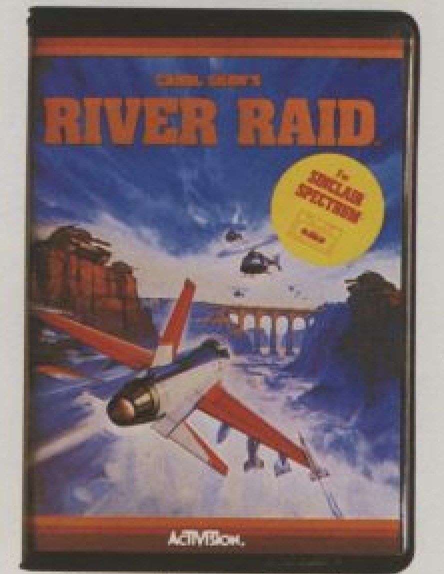
And you thought it was just a movie. But Ghostbusters is a computer game, too. Following the film with incredible accuracy. Even down to the chart topping music score.
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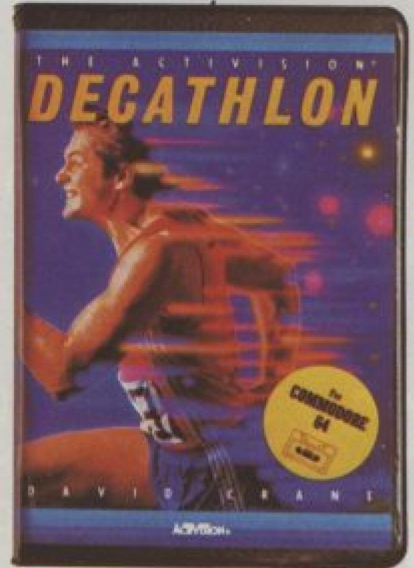
With the Designers Pencil, you can draw the world – and everything that's in it. Write your own melodies. Learn to write and develope your own programs. Its scope is as broad as your own mind.
Running on Commodore 64 and Spectrum



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Stay cool. Stay low. Stay alive. Your mission is to fly down the world's most heavily defended river, destroying everything the enemy hurls at you. But beware... your fuel tanks are nearly dry.
Running on Commodore 64, Spectrum, MSX



Number one in the charts. And set to stay there. Decathlon asks for total commitment. Speed. Strength. Stamina. The will to win.
Running on Commodore 64



Merton the maintenance man is set for yet another routine night in charge of the toy factory. But something has gone terribly, terribly wrong.
Running on Commodore 64. Soon on Spectrum

Eight very different titles with one thing in common.

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For more details contact Activision (UK) Inc, 15, Harley House, Marylebone Road, London NW1.

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DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



LIVE FROM OLYMPIA

What a fantastic time the Helpline team had at the PCW show in September! Simon Marsh, Paul Coppins and myself arrived at Stand 1203 just before the show opened, and were on hand until it closed five days later.

Goodness knows how many tips and clues we dispensed between us during that time! Some came straight off the top of our heads, some from hint sheets and some from our Helpline Database, which we had running simultaneously on two TRS-80 Model 4 computers. One of these was connected to a printer, so we were able to dispense hard copies direct from the database to those adventurers who needed more hints than they could carry home in their heads. Our sincere apologies to those few people we were unable to help — we hope to fill the gaps in our knowledge very soon!

Many visitors to the stand were fascinated to see our database in action and some actually got "hands on" experience of it themselves!

Among those who dropped in on us was Jon Briggs of Radio 4's *Chip Shop* who made a live broadcast, direct from the Adventure Helpline, during Saturday afternoon's show. To help us explain why the Helpline existed and how the database worked, we were joined by Seth Kleinman of Bayswater, a *C&VG* reader who walked on to the stand before the program started. Seth had a *Hobbit* problem, (yes — THAT *Hobbit* problem!) and after getting his tip, he explained to Jon Briggs how infuriating an Adventure could be when the player was really stuck.

Another famous visitor to the stand was Scott Adams, who caught Paul and Simon challenging the wiles of *Claymorgue Castle* on one of the Model 4's, during a rare quiet spell. They were trying to shift the dragon, but with little success, much to Scott's amusement. I suggested to Paul that there was a definite clue in my review of the game and Scott smiled, nodding in agreement. "Go on Paul, move the Dragon!" he insisted, "I'm not leaving until you move it!"

Slowly, a light dawned, and Paul's mouth fell open, "You wouldn't do a sneaky think like that, surely?" he complained. "I certainly would!" chuckled Scott, "and what's more, it's one of my favourites!"

Brian Howarth was another caller and I suggested we retired to the bar for a chat (any excuse for a pint!). He discussed the sad demise of Digital Fantasia, then very recent news. Brian was philosophical about it. "That's life, I suppose," he said. The much awaited *Midwinter*, although playable, was still not quite finished, because of Brian's recent problems. "It will appear soon," he promised. Channel 8 will be distributing it in all versions, as they will those versions of his other games that were originally published by DF. So, happily, we will not be seeing the end of the famous Mysterious Adventure series.

Brian, who has been responsible for the Spectrum and BBC conversions of the Scott Adams series, is now working with Adventure International on further conversions. He and Scott could often be seen on the AI stand, deeply engrossed in the results of Brian's Spectrum version of *Claymorgue Castle*. After *Voodoo Castle*, Mike Woodroffe of AI (UK) predicts the February release of a "real humdinger" — the two *Savage Islands* in one package, with two more new Marvel games (The Fantastic Four) shortly after.

Just over the way from Stand 1203 was Melbourne House, the temporary resident of Philip Mitchell, the man mainly responsible for *The Hobbit* and *Sherlock*. After a well-deserved break in Europe, he will be heading back down under and suspects his next project could well be *Lord of the Rings*. More about Philip in the next issue.

A persistent but very welcome to our stand was Margaret Austin. Was she after tips on *Snowball*, we wondered? No — but we think that the whole of Level 9 now have enough *C&VG* Champs tee-shirts to last a lifetime! Mike popped in to offer me a preview of *Return to Eden*, on the Level 9 Stand. Pete took me through part of the games and, although it was a brief introduction, I got the impression that here was a game that played uncannily like a real book. Review later!

I would like to pay tribute to Paul and Simon, without whose magnificent support and constant friendly good humour, I doubt if I would have survived the five days.

LOONY TIME!

John Yeates, the unstoppable Adventurer with the bent brain, disappointed me during the summer! Holidaying in Guernsey, my family decided to take me on a day trip to Jersey. They forced me, screaming, aboard the hydrofoil. "No — not any nearer to HIM!" I cried, "St Peter Port is dangerously close as it is!"

These hydrofoils certainly move and far too soon I was just a few miles away from where I ran the danger of being converted into a raving lunatic. Like a zombie, I headed for a phone and rang him. Imagine my relief, when his grandmother answered and informed me he was out for the whole day! But being an Adventurer, I was only too aware that I might unknowingly bump into him in St Helier, and I didn't stop trembling until the jagged rocks along the Jersey coast faded from view.

Once safely back in my hotel in St Peter Port, I felt brave enough to ring him again to say how DISAPPOINTED I was to have missed seeing him. He seemed fairly unconcerned, being more pre-occupied with his current project — the creation of a new world-shattering Adventure trilogy — *ZARK 1, ZARK 2* and *ZARK 3*.

"You're not really as mad as you make out, are you?" I asked.

"Oh yes! At least as mad as that!" he replied modestly and added "Anyway, don't worry, I hope to be visiting the mainland next summer!"

If I can find out when, it will definitely be the Channel Isles again for me next year — the same week!

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MYSTERIOUS NEWS!

The Vic versions of the Mysterious Adventure series by Brian Howarth, which I recently reported to be available, have not yet surfaced, due to Brian's problems with Digital Fantasia. However, Brian promises that he hasn't dropped the idea and soon hopes to be working on the conversions.

In the meantime, his fans will be pleased to hear that he has written a brand new adventure for Adventure International, due for release this side of Christmas. *Through the Enchanted Mirror* is a game in which the player can explore parallel worlds full of mysterious undertones of the supernatural.

Also promised by AI before Christmas are two multi-player D&D type games, with animated monsters which are different each time played. The computer acts as the dungeon master and a manual will provide the game details. Brian Howarth has had a hand in these, along with "fighting fantasy" Steve Jackson.

THE FINAL KET

The Mountains of Ket trilogy is completed with the arrival of *The Final Mission*. The game has a nice feel to it, like its predecessors. The screen is tidily arranged with the location details outlined in a box and shows the current percentage score. Watching this gradually increase is an incentive to continue, for points are awarded with a fair degree of generosity.

The Adventure starts out with the player trapped one side of a door, where he must use his wits and a chair to get him into the main part of the game. I was somewhat amused to find I could not stand on the chair while I was carrying it, but nevertheless could carry it whilst I was standing on it! However, this little quirk in no way spoils the game.

A video recorder is the prize for the first person to successfully complete the trilogy — a modest prize to be sure, in times when large piles of ready cash are being offered for some games. But this is reassuring, for the scale of the prize, coupled with my own impressions of the games, suggests that it will not be too long before it is claimed, unlike a certain sundial I could mention.

The problems in *Final Mission* are not mind-boggling, but the game is enjoyable to play. Once the prize has gone, the trilogy will have to stand on its own merit for further sales, and I think it will succeed.

What bothers me, though, is the promised award of Britain's Best Adventurer to the winner. The title offered suggests something official which it isn't. Whilst I like the trilogy, I don't think that completing it would prove too much about one's Adventuring ability. A game like *Zork* is needed for that.

The Final Mission is from Incentive Software for 48k Spectrum, priced £5.50.

ADVENTURE CHAT

"I've done it. After a mere three months, 3,000 cups of tea, 17 TV sets and 76 visits to my psycho-analyst, *Savage Island Part 2* bit the dust!



However the unprecedented joy of finishing the game was somewhat subdued by the message:
ULK£$+5(VA×£%DBIHO;7E8 / MP4J1TQEF%GW6C?Y,Z = &R*-N2)9.
I would be grateful if you could offer advice. Yours triumphantly," writes Vincent Fisher of Watford. You haven't been feeding SI2 with saved Hobbit data, have you Vincent?

"Do you think we could possibly have less about *The Hobbit*?" asks Nick Clark from Southend. "Whilst it is a good Adventure, so much has been written about it and, considering the number of bugs in my BBC version, I have frankly had enough. Some of the bugs are so bad that they will crash the program without the user doing anything wrong."

A hint about *Ultima 2* comes from Jonathan Day of Stockport. The book *The Sky at Night* may have the answer to the problem on *Ultima 2*. "Try looking at page 91 for two other planets," he suggests. "Also, surely you know the earth's moon is so large it is a planet in its own right?"

Guy Wilkinson of Stansted has some harsh words to say about the Quill. The Quill, he claims, must take all the fun out of Adventure writing (eg banging your head against a wall after failing for the nth time to implement a brilliant puzzle in the game!). "Will this mean still more poor

GETTING TO THE TOP

The object of *Hampstead* is to climb to the top of the social ladder. One must attain Hampstead, not merely go there, for in this Adventure, Hampstead is a state, representing the epitome of success.

To reach this pinnacle, of course, it is necessary to lie, cheat and defraud, as in real life. But beware, money isn't the only thing — one must be seen to be doing the right things. It is no good, for example, being a Sun reader, if you hope to become a Hampstead Man!

I had a horrible feeling that here was an Adventure in which I would totally fail, never having been known for my diplomacy and tact, not to put too fine a point on it! I mean — would I be writing for *C&VG* if I had attained *Hampstead*? Of course not. I wouldn't even be reading it, let alone wearing the T-shirt!

There's plenty of humour in *Hampstead* and it's my type, ie rather sick — a cracked washbasin containing the remains of last night's Vindaloo and Chips. and an old banana and cod sandwich which, when eaten, caused the computer to reply "UGH! No ketchup!"

Hampstead, says the accompanying booklet, was developed using the Quill. That implies it is not an actual Quill program. Nevertheless, it has all the hallmarks of one.

The booklet is quite hilarious in its own right and I particularly liked the narrative under a photo of some mews cottages describing them as "violently twee". The credits say that the authors run a private college, teaching deportment, conversation and art appreciation. Don't believe a word of it! But the thick wad of £5 notes mentioned just might come true for them!

Hampstead is for the 48K Spectrum, from Melbourne House, priced £9.95.



ADVENTURE 1984

Throughout the past year, I, together with the able assistance of Paul Coppins and Simon Marsh, have brought you reviews of many Adventure games. Some have given us indescribable pleasure and excitement, others we have found average and a few we couldn't stand!

Reviewing an Adventure game is rather like reviewing a book. Sometimes an excellent publication just does not suit the taste of the reviewer! In the New Year, by popular request, we will be introducing a rating system, including a "personal" factor. With all our reviews "named", you will soon get to know how our personal likes and dislikes tally with yours.

And to authors and publishers, whether we have praised or slated your games, thank you for trying, at least, to bring enjoyment to us and to our fellow adventurers! Keep sending the review copies!

My Christmas greetings to all concerned with Adventure, everywhere. Whether you are player, reader, author, or publisher, may you have a very Merry Christmas and a Dragon-slaying New Year!

games? Anyone now, it seems, can type in a few locations, add a dragon, an axe and a lamp and sell copies for about £10 a time, laughing all the way to the bank!"

Who's going round and round in circles, from field to fuzzy area and back, getting nowhere, then? Great Hulks of letters have been arriving on the subject of fields, a certain underground room and ANTS! *Hulk* has certainly produced more than his fair share of letters and all sorts of people are getting stuck! Wax, ants and astral projections are baffling many a player — not to mention scratch marks! Quite a Nightmare! Now there's a thought . . !

Steven Dix writes to warn people of Microdeal's *Mansion House* which, he says, is awful and not worth the trouble playing. You can open a safe twice, says Steven, and have the same objects fall out onto the floor twice — even though you have picked them up! He refuses to look at the listing in case it damages his programming style!

James Bibby who writes once again, as he puts it, to our "illustrious organ" (is out August Journal turning into an oversized piano?), reckons his correspondence is becoming so regular that his pet dog is becoming jealous! However, James has at last found two adventures to keep him happy — *Castle of Piddles* and *The Pen and The Bark*. You're not taking the castle out of my game, James, I hope?! James signs off with this thought: if you came across a very small German guard whilst playing Colditz, would he be described as a Stalagmite?

NOW PLAY THE PLAY!

Shakespeare has finally caught up with the micro, in the form of *Macbeth*.

To play *Macbeth*, you will need to be familiar with the play, or to have the pocket edition supplied with the game with you, and preferably both. The game requires an understanding of the play and the use of Shakesperian words as commands in the Adventure.

Do not despair — I am no great classics student, but still performed passably in the Adventure! If you type HELP, the chances are you will be referred to a passage in the play



and thus it was, when I came upon the immovable Macdonwald, in order to pass him, I had to UNSEAM MACDONWALD FROM NAVE TO CHOP. This, of course, I did with relish.

Macbeth comes in four parts. You play the part of Lady Macbeth in one and Macbeth himself in others. Two parts have graphics and are not only very artistically drawn, but reflect the current state of play. Thus, a trapdoor will be shown as closed or open and should you "fix Macdonwald's head upon the battlements", there you will see it — dripping with blood! Never eaten Mekilwort Pie? Now's your chance to find out what it does for you — and see the size of slice you took which goes missing in the picture!

If you happen to get killed, then you may be given a second chance by answering some fairly probing questions about the play. So here is a novel way of really getting to know your Macbeth. If it should happen to be your set paper for an exam, then by the time you've worked your way through this game, your knowledge should be very thorough — and gained in a unique way!

On the other hand, it may not be quite your cup of tea. It wasn't mine.

Macbeth is for the Commodore 64 from Creative Sparks and costs £14.95.

A CHRISTMAS ADVENTURE!

A title that can do nothing but act as a magnet for parents with fairly young children at this time of year is *Peter Pan*.

Peter Pan is one of the ever growing list of Adventure games based on popular fiction and the book is included with the software. In fact, the J.M. Barrie royalty from the sales is bequeathed to the Great Ormond Street hospital for sick children — a fact that in itself might commend the package to a prospective purchaser.

The player has to follow the story fairly closely. Events commence in the Darling children's bedroom after the goodnight story. You, Peter, fly in with Tinker Bell. To fly away to Neverland, you must have Fairy Dust and be complete with shadow attached. Of course, this is one of the Adventure problems.

My verdict is — if you are parents with children in the 5 to 8 age range, read them the book and then play the game to them. Let them join in, even. You will get a break for beer and ciggies every now and again, whilst you are in flight, for example!

Serious dragon-bashers though — steer clear! This is NOT for you!

Peter Pan is for the 48K Spectrum, from Hodder and Stoughton.



THEY STILL KEEP COMING

David Radisic wrote from Basildon to help Jonathan Day in his search for *Zork* on a PDP-11. Softsel, he says, are Infocom's English distributors, on 01-844 2040. If they can't help, then it is possible to order direct from the US. But David adds a warning that he wrote eight times to Infocom in the US, following an unfulfilled order, and it was only with help from Rita Rivard of *80-Micro* magazine that he managed to get a response. So he suggests sending any such mail to other countries registered — and keeping a photocopy of everything.

I called in on Softsel's stand at the PCW Show and discovered that they supply the trade only, but will happily advise callers on the nearest stockist of any particular item of Infocom Software and, if necessary, order it.

"I would like to warn anyone thinking of buying the *Fabulous Wanda* not to," says Dave Coverley — a well experienced Adventurer whose pleas reached me before even the HelpLine officially started! "The arcade action is pathetic," he adds in disgust.

Hugo Hackenbush writes from Killyleagh to complain about *The Code*. On receiving the game after difficulty in getting his order fulfilled, he has never been so disappointed in his life! The locations lack exits, some exits don't connect so a map is pointless and he is reduced to taking, dropping and defusing, he says. So it wasn't just me — thank goodness for that!

Geoffrey Davis of Bridgewater in Somerset writes "In your reply to my problem, you suggested I take Dr Strange's advice. This, I am sure, is very useful, but I have yet to find Dr Strange!" This illustrates the difficulty of helping people without giving too much of the game away. It is just as easy to give too little of the game away! For example, I replied helpfully to Jim Jennett's *Hulk* problem, only to receive the following message written in green ink: GRRR! KEITH TELL HULK *** EGG BUT WHEN HULK GET THERE, GAS TURN HULK TO BRUCE AND THEN EGG BANG! KEITH SAY ANTS HELP HULK. BY KILLING HULK LIKE ALWAYS DO? KEITH SAY HULK LIFT RING! KEITH THINK HULK STUPID? HULK TRY MANY TIMES, BUT GAS COMES!

Jonathan Brough writes from Seaton to express his disappointment at my having mentioned the "other" *Ghost Town* from Virgin games, which he thinks is an "intriguing graphical adventure", only twice. As much as that, Jonathan? I make it only once and then it was to say how awful it was. It just goes to show how easy it is to confuse people and sell copies if you pinch the name of a well-known quality game, ie Scott's *Ghost Town*. Sorry to disagree with you, Jonathan, but I put it in the worst 10 Adventures I have ever played!

Do you realise that the plot of *Circus* is similar to Ray Bradbury's *Something Wicked This Way Comes*, asks Steve Dix of Rugeley. "Perhaps I should write to Ray and ask him how to open the maintenance wagon!" jokes Steve. Well, Steve, I mentioned your observations to Brian Howarth and discovered that any similarity is purely coincidence, since Brian has not read the book.

Ross Campbell of Wokingham points out that a review of a game on one micro does not necessarily hold true for the same game in a version on a different micro. In particular, says Ross, *Twin Kingdom Valley* seems a lot better on the Commodore 64 than the BBC. True, Ross, and we try to remember to mention on which computer we've played for the review. But I must add, Ross, that when TKV was reviewed, it was only available for the BBC.

Bev has come up trumps again in reply to my plea for Russell Martin. I can't understand a word she says, Russell, but no doubt you and many others will — look for the upside down *Kingdom of Hamil* clue! And thanks once again, Bev!

Which reminds me — you certainly started something, Beverley! They're all on the earhole for a tee-shirt since your "Am I really rather clever" letter! Everyone is claiming an excessive Q and a tee-shirt! You'd think we ran an Oxfam shop for Flatheads!

So from next month, the Editor has kindly granted me two tee-shirts to give away! But I'm a bit meaner than him — you're going to have to earn one! Each month I will be sending a *C&VG* Champ tee-shirt to the person who sends in the best tips and the person who writes the most interesting overall letter about Adventure! If you write and don't get one, don't be disappointed — I can tell you that the standard of some of the letters, tips and maps are absolutely superb!

HEAVY HINTS

Credits this month go to: Stephen Rooney of Dublin, Stefan Fafinski of Reading, Colin Wilson of Glenrothes, Adrian Brown of Nottingham, Nic Aplin, Jonathan Day of Stockport and, of course, Beverley Randle.

ESCAPE FROM PULSAR 7:
Add the rest of the ingredients after you have poured the water!

INCA CURSE:
To go down the porthole, you need lamp, rope, blue stone, red stone and a magic ring!

HULK:
Take your Doctor's advice literally to become super-strong!

COUNT:
Think — why is the coffin empty at night? When is the best time to plan to do the deed?

CASTLE OF RIDDLES:
Satisfy a gloopy creature with a blood lookalike! To take the bucket at the bottom of the well, if at first you don't succeed . . .

HEROES OF KARN:
The witch may suffer from hydrophobia!

MICRO DRIVIN:
Open the glovebox to discover the keys and insert these in the ignition, to start the car!

TWIN KINGDOM VALLEY:
To get the bridge over the river, wave the short wooden rod near the hall of the forest king.

URBAN UPSTART:
Police Station — try staying for a while and someone may ring a bell.

GOLDEN BATON:
When you find the ring in the hollow, wear it, then examine the hollow.

KINGDOM OF HAMIL:
aving deciphered the questions, the set refers to the 11 letters used for the code. Arrange these letters against the corresponding letters of the alphabet and the result indicates orders to the dancers.

PHILOSOPHER'S QUEST:
If Mark Williams wants meat in PQ, he will have to eat the elephant!

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Castle of the Skull Lord

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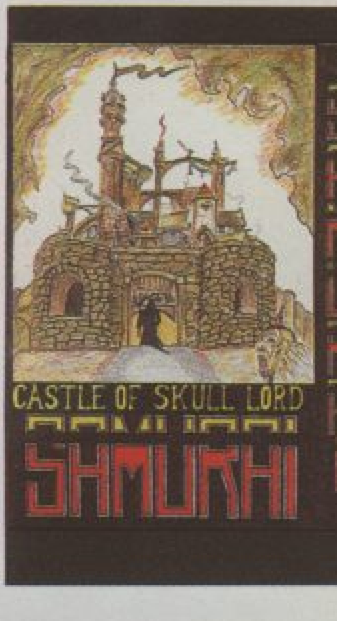
In a battle lost in the mists of time, the necromantic Skull Lord attacked and defeated a race of noble Dwarves. The Dwarves lost many treasures, the most valuable of these being the "Crown of Dwarves Kings". For many ages did they attempt to regain this artifact, and for many ages did they fail.

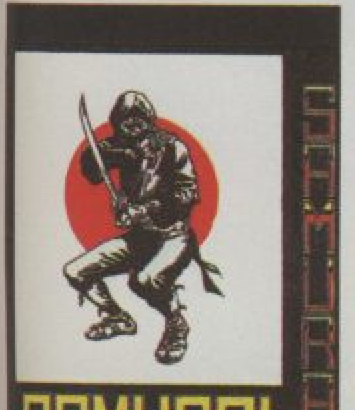
Now in desperation they call upon you, noble warrior, to attempt that which is beyond their power.

Your quest:— To regain the fabled crown and defeat the all powerful skull lord.

The adventure is of the classic format. Simple verb-noun combinations are expected, and will usually be understood.

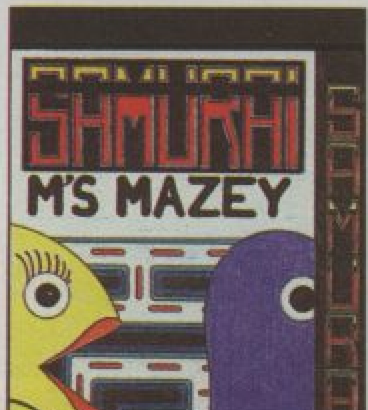






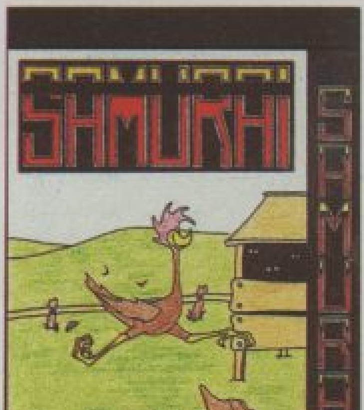
Samurai Invaders

You control a fearsome Samurai warrior whose aim is to prevent the Alien invaders from gaining control of the earth. To help you in this task, you are armed with shuriken, fearsome oriental throwing stars.



Ms. Mazey

Can you guide the intrepid Ms. Mazey around her garden maze and collect the daisies? Or will you fall victim to the evil skull riders? (In a garden?) Can you make it to the magical "flower pills". Will you get the "flower power" to zap the skulls? Will Ms. Mazey ever get to see the flower of her heart, Percy Chucka?



Rooster Run

Why DID the chicken cross the road? You don't know? Neither do we, but with the help of this game you may just find out! Your aim is to guide the hapless rooster across the road, then, get in the boat and avoid the aquamarine hazards. What could be simpler?!

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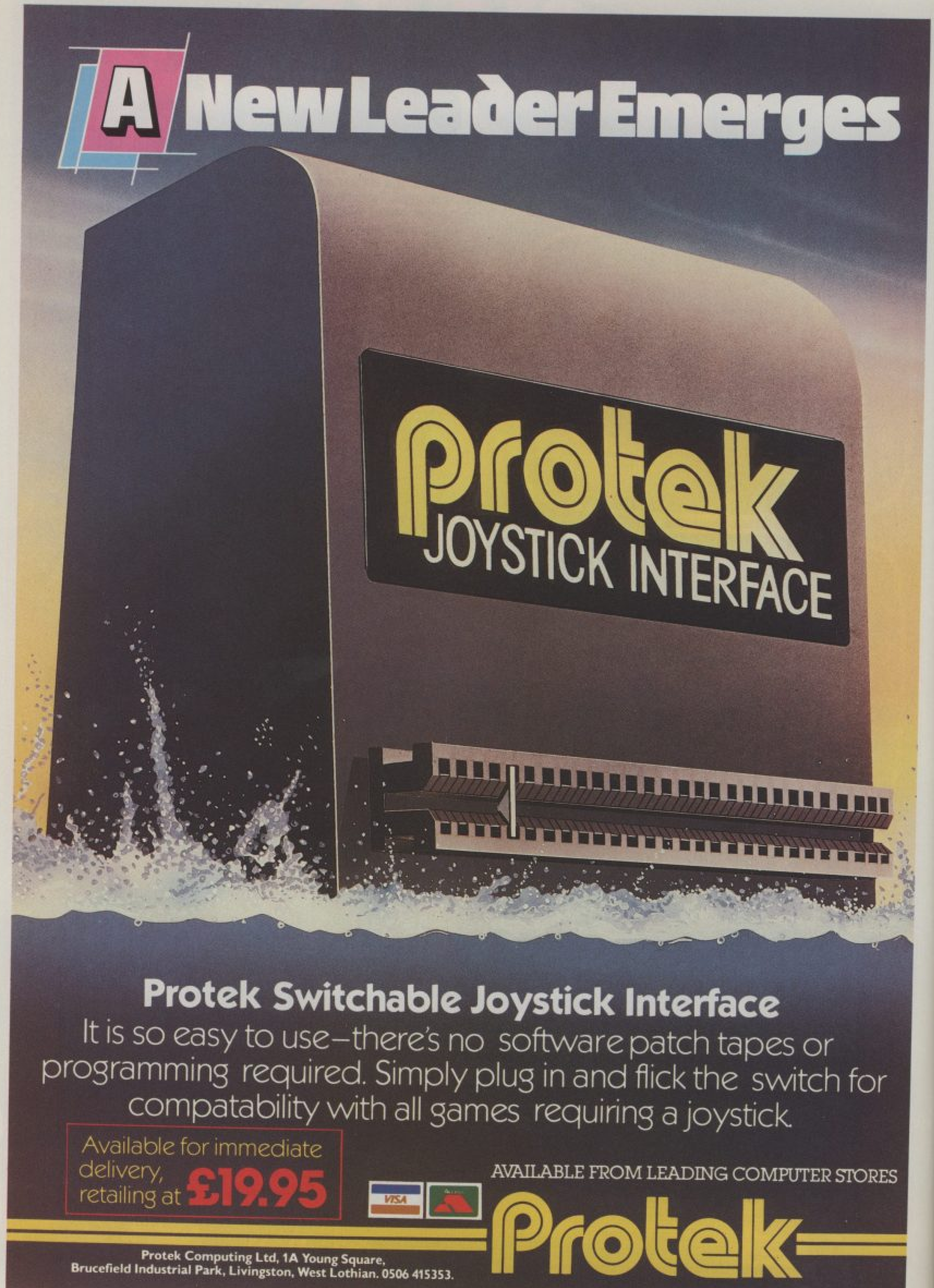
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AVALON

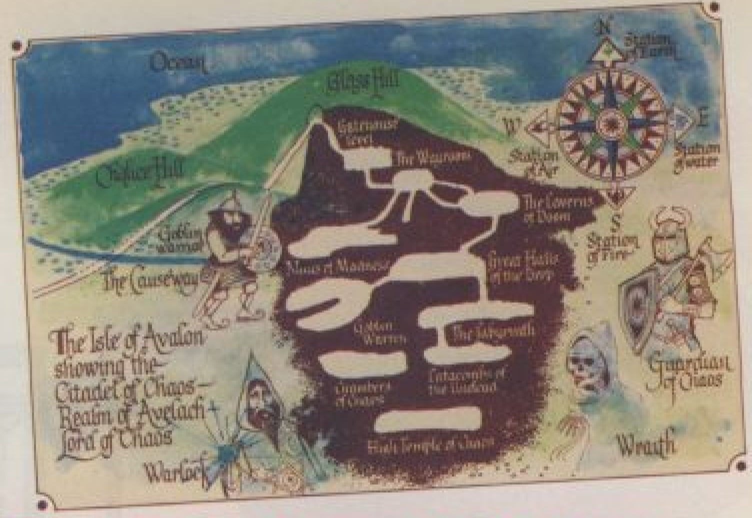
The year is 408 AD. Maroc the Mage is a Lore Seeker. He travels, gathering knowledge of the old ways and is learned in the subtle arts of herbs and healing.

One night, while orating one of his collected rhymes, "The Legend of Avalon", to some interested villagers, an old woman in the crowd begins foretelling a new age of chaos. The air chills as she speaks of the dread Lord of Chaos once again leading his wild hunt across the night sky, stealing corpses from graveyards and battlefields.

Her bony finger points at Maroc. "Go to the Isle of Glass" she demands fiercely. The crowd mutters and begins to disperse.

Maroc, much embarrassed and disturbed by the event, prepares to leave. But the old woman takes him aside and gives him an old oak staff with an iron head — and an old map. "There is Avalon," she chuckles menacingly, pointing to a mysterious hill rising in the blue distance.

Maroc's curiosity overwhelms his fears and he allows the villagers to guide him to the Island across a causeway half hidden under a dark sea. The villagers suddenly depart, leaving him alone on the island to consider his next move . . .



THE GATEHOUSE LEVEL



The Legend of Avalon

Beyond the shadow of the sun,
Where countless alien realms are hung,
The Lord of earth reached out in dread
To claim his tribute from the dead.
His horn sounds out his warning cry,
The wild hunt thunders across the sky.

Mage and Lorelord combine their might
To crush the chaos of the night.
With cunning craft they forge for war
The sword of power, Caliburn,
The Amulet for evermore,
The Wraithbane rod of lore.
Upon a bier of burning gold,
They set the cup of power untold.

Before the radiant host they fly
To chasms deep below the sky.
Within the crystal Isle of Glass
The destiny of men must pass.
The earth is rent as powers collide,
Victors and vanquished scaled inside.
Warriors, lorelords are gone
Lost, entombed in Avalon.

Thus runs the Legend of Avalon, which Professor Video discovered on a crumpled ancient parchment while on an archaelogical dig somewhere in deepest Wessex. He also uncovered some interesting facts about *Avalon* — thanks to fellow historians Hewson Consultants.

Hewson's historians have delved into the secrets of the Isle of Avalon and now *C&VG* can exclusively reveal the map they have made of the entrance to the mysterious mound known only as The Gatehouse Level.

Prof Video has deciphered the riddles of the map and with the help of the Hewson historians can now reveal some extremely useful hints and tips

The Wizard

You will have noticed that from time to time another wizard materialises near you — floating above the action.

This wizard has something you really need. To get it, you must pay him some gold you pick up from a chest somewhere on the Gatehouse Level. The Servant sprite will help you get the gold — but then you've got to find the Servant too, haven't you!

Look closely at the map and read the cryptic clue below — you might just be able to work it out!

Once you've got the gold, go back to the starting room and wait for the wizard to appear. Then see what happens . . .

The Way Room

To get to the deeper levels of Avalon, you must help Maroc find The Way Room — but the whereabouts of this room is one secret Professor Video has yet to uncover. Perhaps YOU can help him? Let us know how far you can get into the mysteries of *Avalon*.

But before the Prof. goes back to his history books, here's one more clue for you. He found it written on a stone tablet at the entrance to Avalon.

"Gold can buy a star to fit and a servant comes when you ring, but what colour is the fish?"

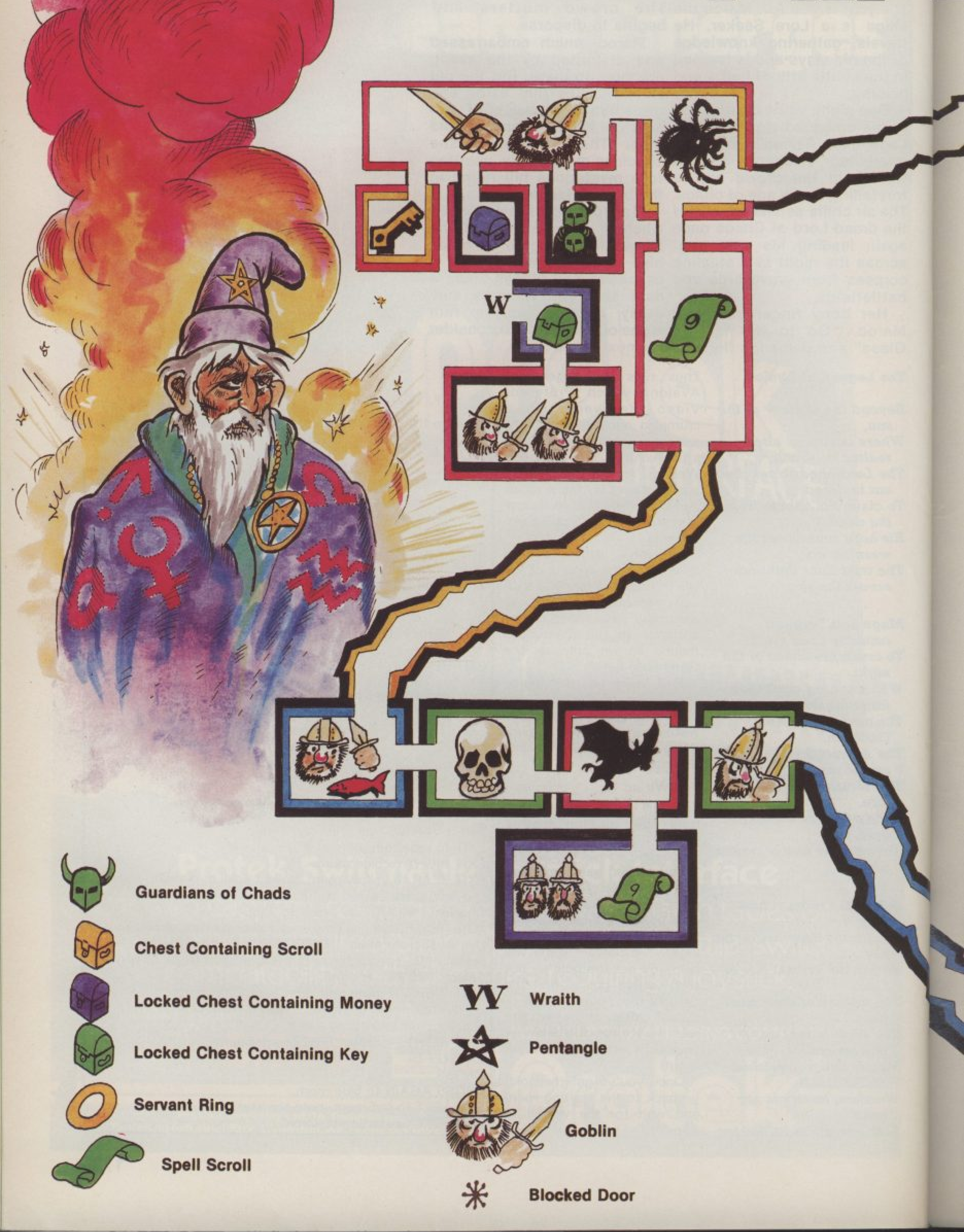
Maroc the Mage needs a few spells to help him on his quest to destroy the Lord of Chaos. Professor Video has unravelled the secrets of mystic runes found in the first room of the mysterious mound and can now tell you just how to get two vital spells. But first you'll need to know what he means by his instructions!

Instruction	Meaning
EXIT LEFT:	Leave the room by the door on the viewer's left.
EXIT UPPER LEFT:	Leave by the rearmost of the two doors on the viewer's left.
EXIT REAR:	Leave by the door at the back of the room.
EXIT CENTRE REAR:	Leave by the centre door of three at the back of the room.
EXIT:	Leave the room by the only door.
CROSS:	Leave the room (which has two doors only) by the door through which you *did not enter.*

Collecting "Energise" and "Freeze" spells.

Select "MOVE" by pressing 'FIRE'.
EXIT to red room, note star.
EXIT RIGHT to blue room.
EXIT REAR to yellow room, collect spell by passing Maroc over the spell scroll in the middle of the room.
Deselect "MOVE" by pressing 'FIRE'.
Note "ENERGISE" is now on scroll at bottom of screen.
Use joystick to move "ENERGISE" next to arrow.
Press 'FIRE' several times to boost dragon flame of energy.
Select "MOVE" and fire.
EXIT RIGHT — note your first encounter with goblin warriors (three of them) — avoid them or they will drain your energy.
EXIT RIGHT — collect FREEZE spell scroll.
EXIT LEFT
CROSS
CROSS AGAIN to blue room.
EXIT LEFT to red room, note the star.
EXIT LEFT to starting position.

AVAL

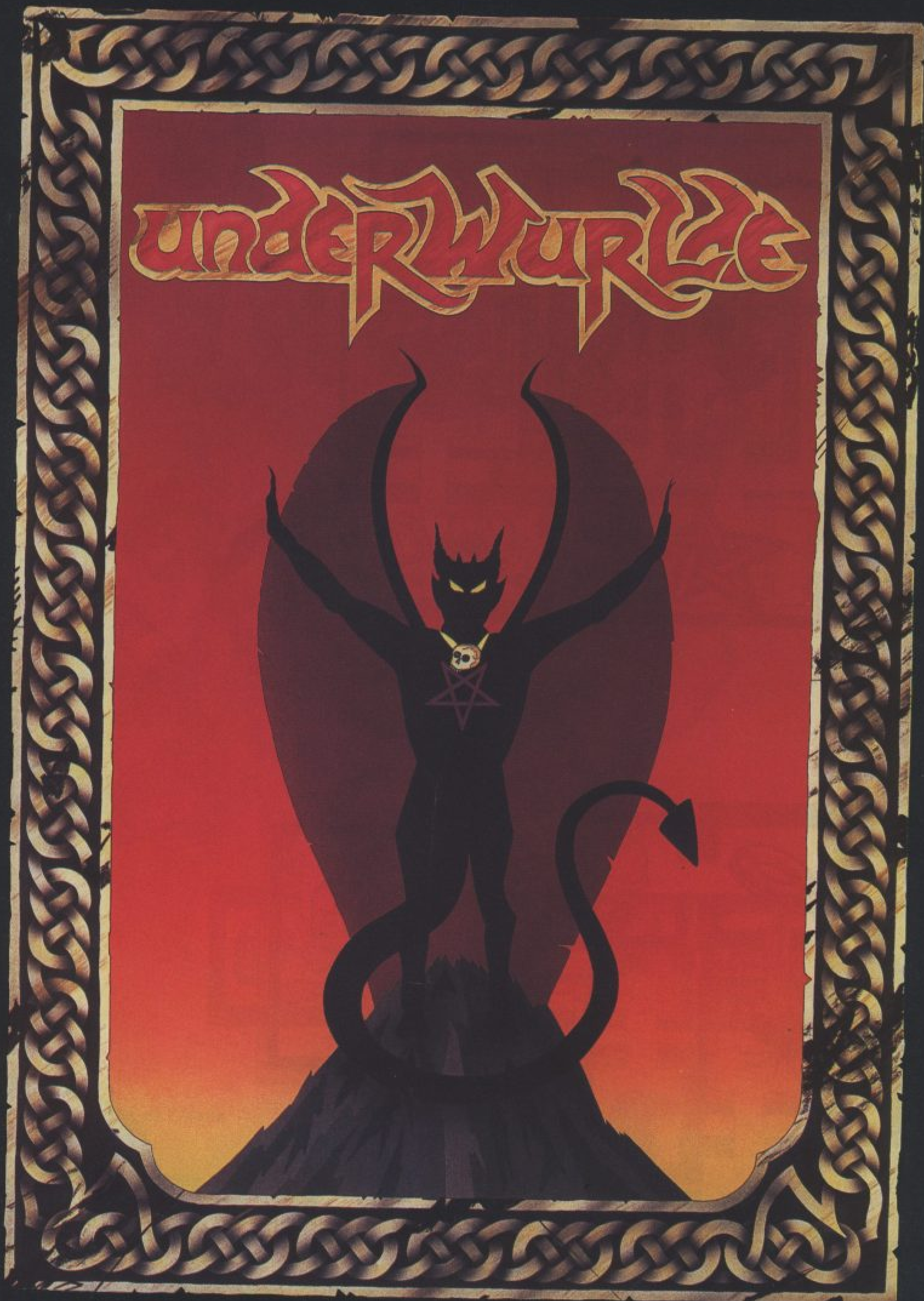


Guardians of Chads
Chest Containing Scroll
Locked Chest Containing Money
Locked Chest Containing Key
Servant Ring
Spell Scroll
Wraith
Pentangle
Goblin
Blocked Door

ALON

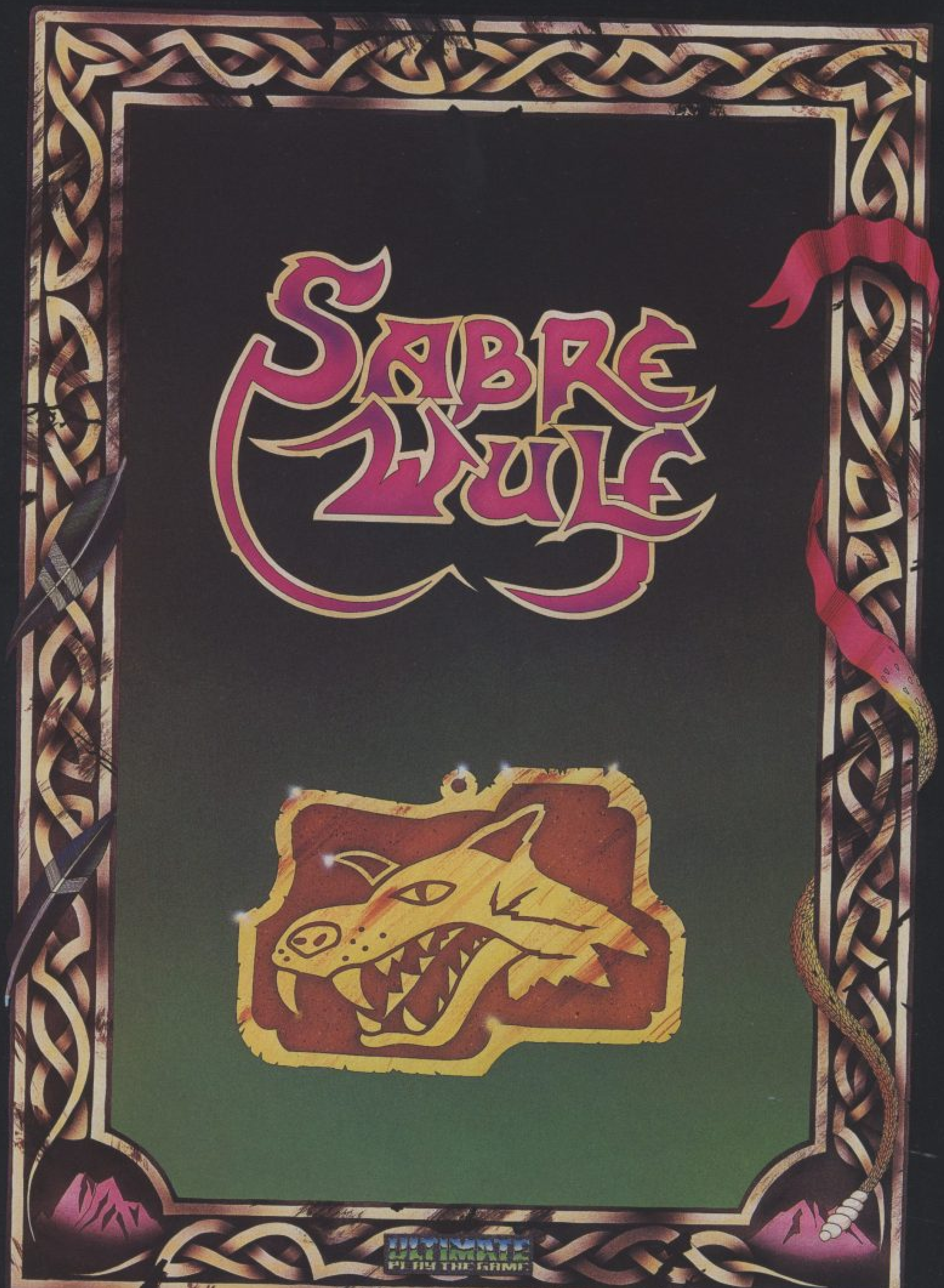


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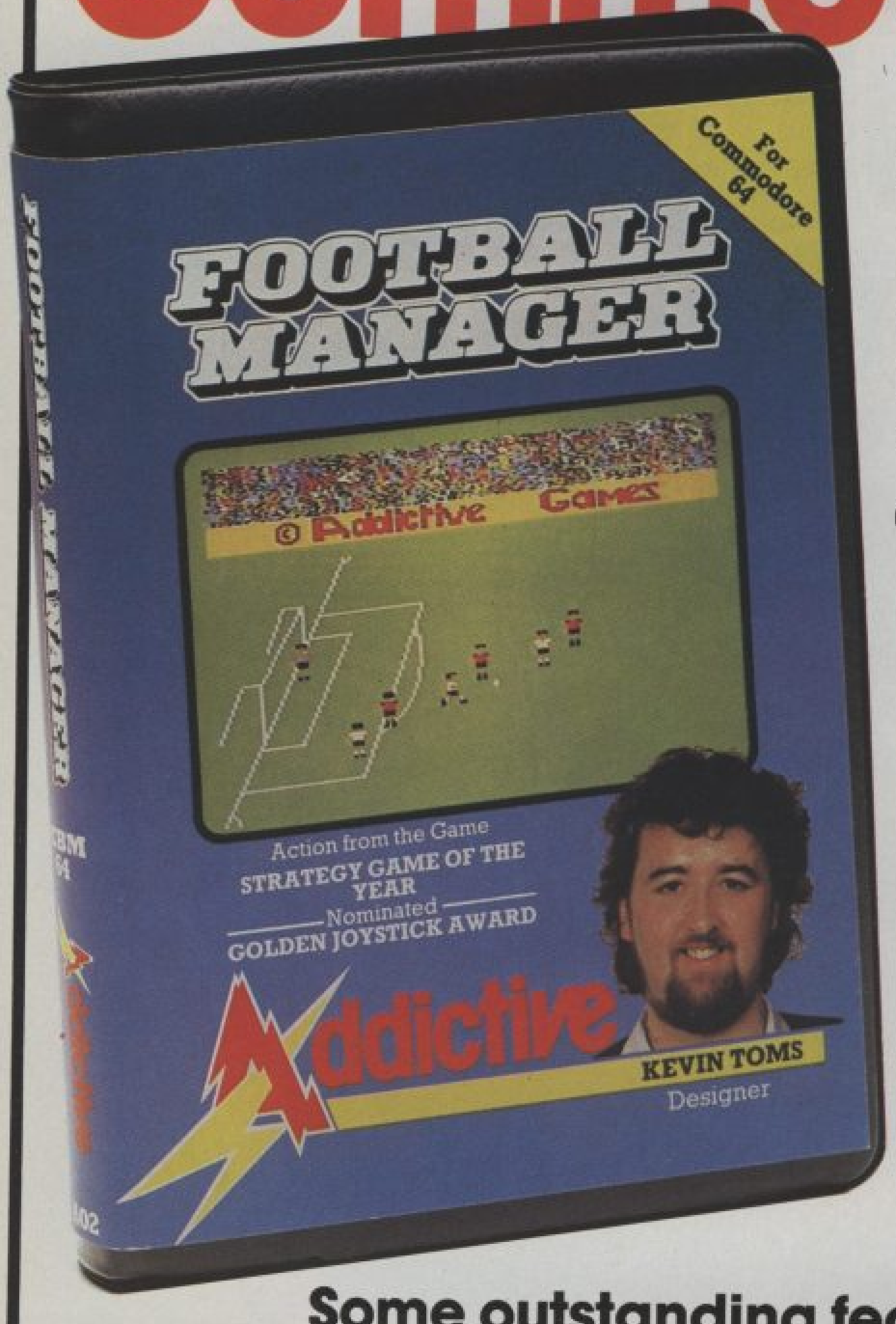
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FRANTIC FARMER

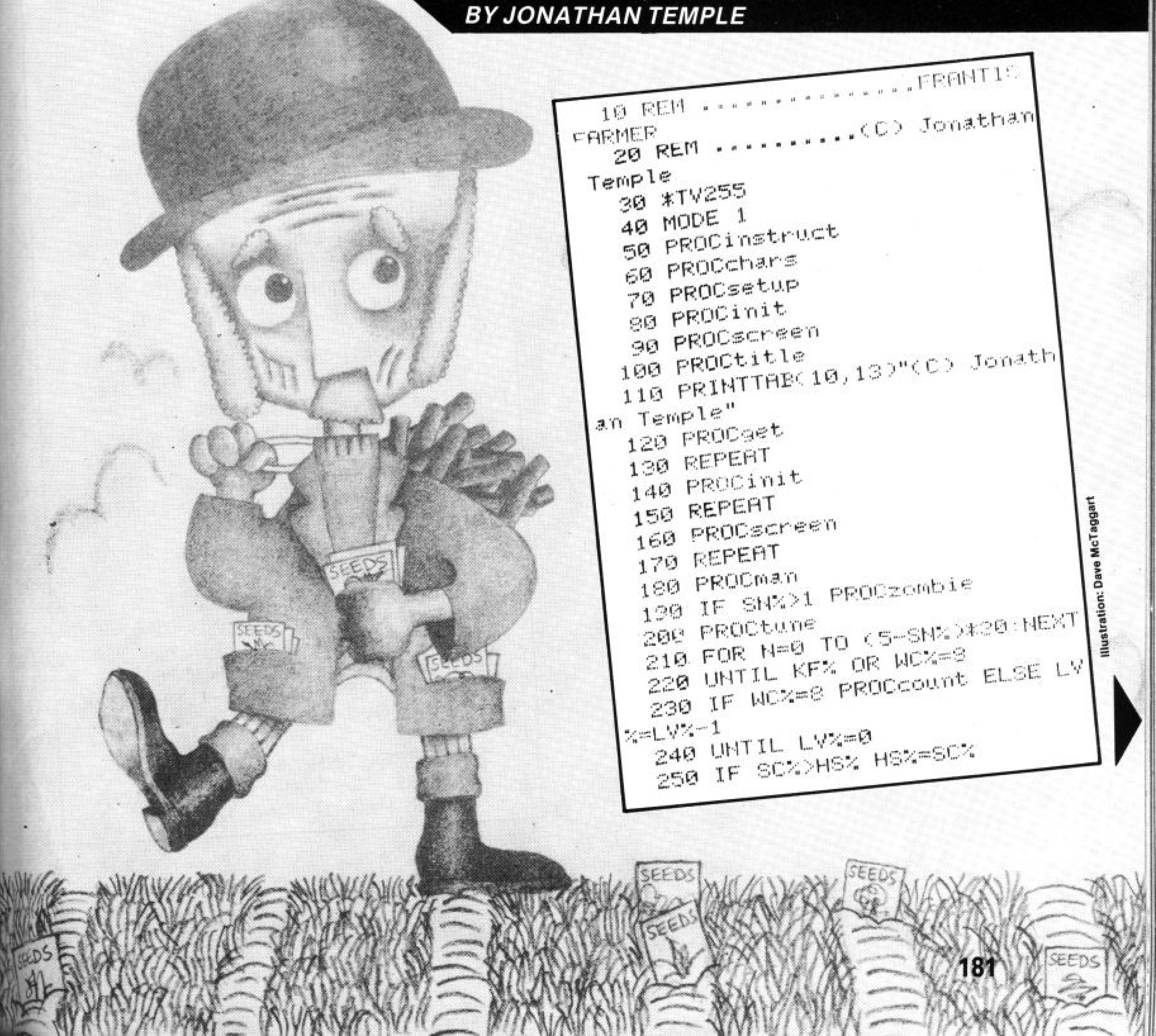
RUNS ON A BBC MODEL B

Giles the Farmer hasn't been working too hard during the summer. And now that the cold fingers of the north wind are beginning to creep under the doors of his farmhouse, he is starting to regret not earning enough money to pay the fuel bills.

You have to help Giles search his barren field for some firewood to burn on his stove. Trees have grown all over the field and you have to make sure that Giles doesn't run into any of them in his panic.

As well as collecting the dead branches off the ground, Giles can pick up any corn seeds he finds and store them away for next spring. Full instructions are included in the listing.

BY JONATHAN TEMPLE

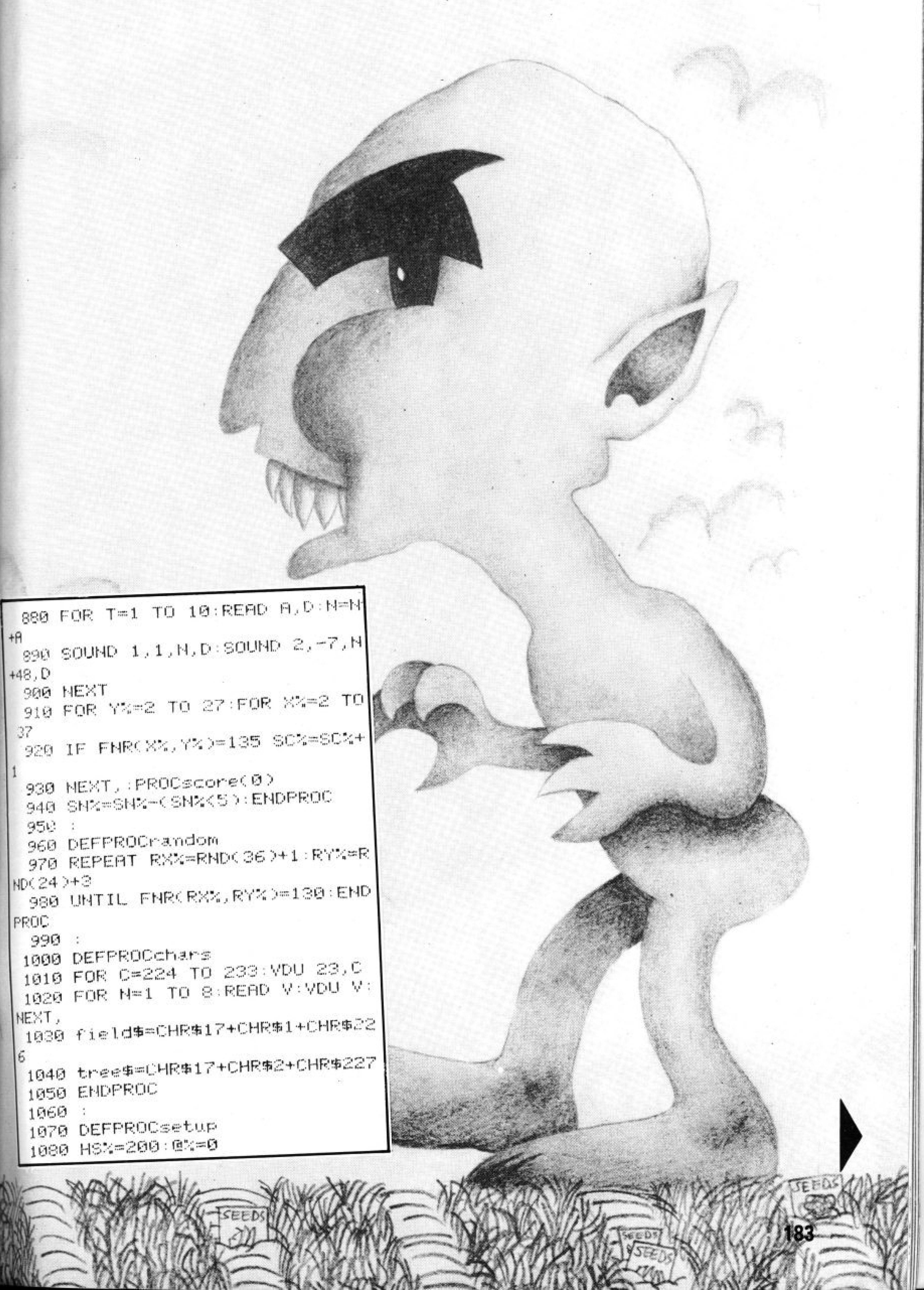



```
   10 REM ..................FRANTIC
FARMER
   20 REM ...........(C) Jonathan
 Temple
   30 *TV255
   40 MODE 1
   50 PROCinstruct
   60 PROCchars
   70 PROCsetup
   80 PROCinit
   90 PROCscreen
  100 PROCtitle
  110 PRINTTAB(10,13)"(C) Jonath
an Temple"
  120 PROCget
  130 REPEAT
  140 PROCinit
  150 REPEAT
  160 PROCscreen
  170 REPEAT
  180 PROCman
  190 IF SN%>1 PROCzombie
  200 PROCtune
  210 FOR N=0 TO (5-SN%)*20:NEXT
  220 UNTIL KF% OR WC%=8
  230 IF WC%=8 PROCcount ELSE LV
%=LV%-1
  240 UNTIL LV%=0
  250 IF SC%>HS% HS%=SC%
```

Illustration: Dave McTaggart

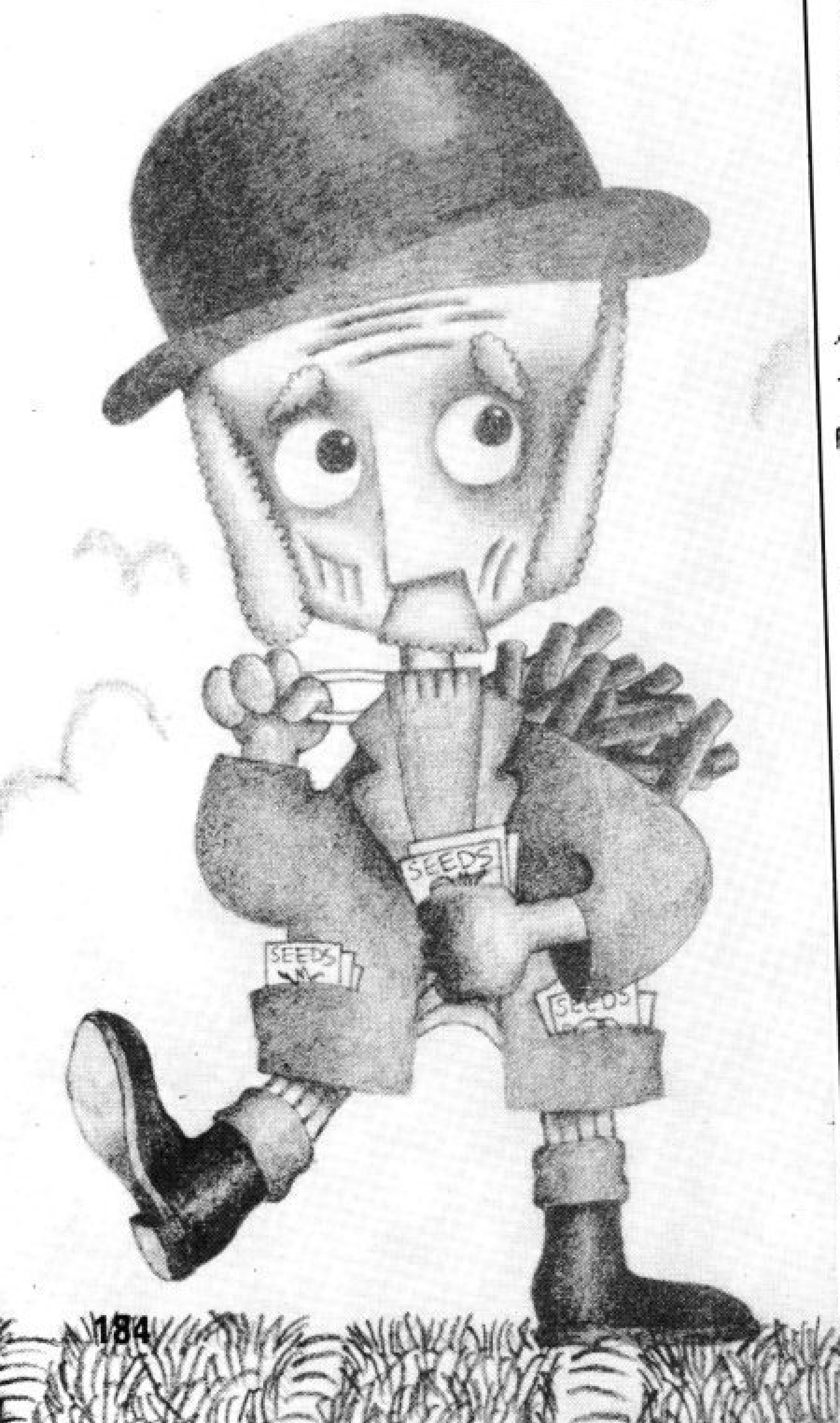
```
260 PROCtitle
270 PRINTTAB(12,13)"HIGH SCORE "HS%
280 PROCget
290 UNTIL FALSE
300 :
310 DEFPROCman
320 IF INKEY-99 REPEAT UNTIL INKEY-74
330 TD%=-(INKEY-73)-(INKEY-98)*2-(INKEY-105)*3-(INKEY-67)*4
340 TX%=MX%:TY%=MY%:IF TD% MD%=TD%
350 MY%=MY%+(MD%=1)-(MD%=3)
360 MX%=MX%+(MD%=2)-(MD%=4)
370 VDU 31,TX%,TY%,32
380 IF OC%>32 VDU 17,2,8,231:PROCseeds(-1)
390 IF OC%=31 VDU 17,1,8,132
400 IF OC%=133 VDU 17,3,8,133
410 OC%=FNR(MX%,MY%):IF OC%>130 PROCtest
420 VDU 17,3,31,MX%,MY%,MC%
430 IF SN%>2 IF RND(1)>.98 IF RX%=0 PROCdiamond
440 IF RX% IF TIME>500 VDU 17,1,31,RX%,RY%,130:RX%=0:SOUND 19,1,33,5
450 ENDPROC
460 :
470 DEFPROCzombie
480 TX%=ZX%:TY%=ZY%:VDU 31,ZX%,ZY%,32
490 ZY%=ZY%+(ZD%=1)-(ZD%=3)
500 ZX%=ZX%+(ZD%=2)-(ZD%=4)
510 ZC%=FNR(ZX%,ZY%):IF ZC%=128 OR ZC%=129 KF%=1 ELSE IF ZC%=131 ZD%=ZD%+1:ZX%=TX%:ZY%=TY%:IF ZD%=5 ZD%=1
520 VDU 31,ZX%,ZY%,230
530 ENDPROC
540 :
550 DEFPROCdiamond
560 PROCrandom:SOUND 19,1,129,
570 VDU 31,RX%,RY%,233:TIME=0
580 ENDPROC
590 :
600 DEFPROCtest
610 ON OC%-130 GOSUB 640,650,660,640,680,690,700
620 ENDPROC
630 :
640 KF%=1:RETURN
650 IF MC%=225 OC%=31:RETURN ELSE MC%=225:SOUND 19,1,125,20:RETURN
660 MY%=29:MD%=0:OC%=32:IF MC%=225 MC%=224:WC%=WC%+1:PROCscore(10):SOUND 19,1,100,20
670 RETURN
680 PROCseeds(-10):RETURN
690 PROCseeds(25):SOUND 19,2,100,2:RETURN
700 PROCscore(50):SOUND 19,2,75,6:RETURN
710 :
720 DEFPROCscore(AD%)
730 SC%=SC%+AD%:COLOUR 3:PRINTTAB(7,0)SC%;TAB(33,0)WC%
740 ENDPROC
750 :
760 DEFPROCseeds(AD%)
770 SD%=SD%+AD%:IF SD%<=0 KF%=1:SD%=0
780 COLOUR 2:PRINTTAB(21,0)SD%"  "
790 ENDPROC
800 :
810 DEFPROClives
820 COLOUR 3:PRINTTAB(38,0)" "TAB(38,0)STRING$(LV%-1,CHR$224)
830 ENDPROC
840 :
850 DEFPROCcount
860 N=81:RESTORE 1860:*FX15,0
870 FOR N=0 TO 300:NEXT
```





```
 880 FOR T=1 TO 10:READ A,D:N=N+A
 890 SOUND 1,1,N,D:SOUND 2,-7,N+48,D
 900 NEXT
 910 FOR Y%=2 TO 27:FOR X%=2 TO 37
 920 IF FNR(X%,Y%)=135 SC%=SC%+1
 930 NEXT,:PROCscore(0)
 940 SN%=SN%-(SN%<5):ENDPROC
 950 :
 960 DEFPROCrandom
 970 REPEAT RX%=RND(36)+1:RY%=RND(24)+3
 980 UNTIL FNR(RX%,RY%)=130:ENDPROC
 990 :
1000 DEFPROCchars
1010 FOR C=224 TO 233:VDU 23,C
1020 FOR N=1 TO 8:READ V:VDU V:NEXT,
1030 field$=CHR$17+CHR$1+CHR$226
1040 tree$=CHR$17+CHR$2+CHR$227
1050 ENDPROC
1060 :
1070 DEFPROCsetup
1080 HS%=200:@%=0
```

```
 1090 VDU 19,2,2;0;23;10,32,0;0;
0;
 1100 !&70=&F42087A9:!&74=&608086FF
 1110 ENVELOPE 1,1,0,0,0,0,0,0,1
26,-1,0,-5,126,0
 1120 ENVELOPE 2,133,8,4,8,3,1,1
,126,0,0,-10,126,0
 1130 ENDPROC
 1140 :
 1150 DEFPROCinit
 1160 LV%=3:SD%=150:SC%=0:SN%=1
 1170 ENDPROC
 1180 :
 1190 DEFPROCscreen
 1200 VDU 12,17,7
 1210 PRINTTAB(0,0)"SCORE:"TAB(1
4,0)"SEEDS:"TAB(27,0)"WOOD:"
 1220 SD%=200:WC%=0:MP%=0:RESTOR
E 1840
 1230 PROCscore(0):PROCseeds(0):
PROClives
 1240 PRINTTAB(0,2)STRING$(40,tr
ee$)
 1250 FOR Y%=4 TO 29
 1260 PRINTTAB(0,Y%)tree$" "STRI
NG$(36,field$)" "tree$
 1270 NEXT
```



```
 1280 PRINTTAB(0,30)STRING$(40,t
ree$);
 1290 VDU 31,0,3,227,31,39,3,227
,31,0,29,227,31,39,29,227,31,2,2
7,227,10,227,17,3,8,8,229,17,2
 1300 FOR trees=1 TO SN%*5+10
 1310 PROCrandom:VDU 31,RX%,RY%,
227:NEXT
 1320 FOR seeds=1 TO (6-SN%)*3
 1330 PROCrandom:VDU 31,RX%,RY%,
232:NEXT
 1340 FOR wood=1 TO 10
 1350 PROCrandom:VDU 17,1,31,RX%
,RY%,228
 1360 NEXT:KF%=0:UC%=32
 1370 MX%=1:MY%=29:MD%=4:MC%=224
 1380 VDU 17,3;31,1,29,MC%
 1390 ZX%=39:ZY%=3:ZD%=2:RX%=0
 1400 IF SN%>1 VDU 31,38,3,230
 1410 ENDPROC
 1420 :
 1430 DEFPROCtitle
 1440 VDU 28,4,21,35,7,12,26,17,
3
 1450 PRINTTAB(12,11)"FRANTIC  F
ARMER"
 1460 ENDPROC
 1470 :
 1480 DEFPROCget
 1490 PRINTTAB(8,15)"PRESS SPACE
BAR TO PLAY"
 1500 *FX15,0
 1510 REPEAT UNTIL GET=32
 1520 ENDPROC
 1530 :
 1540 DEFPROCtune
 1550 READ A:IF A=-1 SOUND 2,0,0
,1 ELSE SOUND 2,-10-(MP%=40)*5,A
,1
 1560 MP%=(MP%+1)MOD41:IF MP%=0
RESTORE 1840
 1570 ENDPROC
 1580 :
 1590 DEFFNR(x%,y%)VDU 31,x%,y%:
CALL &70:=?&80
 1600 :
 1610 DEFPROCinstruct
 1620 COLOUR 2
 1630 PRINTTAB(12,0)"FRANTIC FAR
MER"'
 1640 COLOUR 1
 1650 PRINT''"Guide the farmer a
round the screen usingthe Z,X,:
and / keys, bringing pieces offi
rewood back to your small house
one ata time whilst leaving a tr
ail of seeds."
 1660 COLOUR 2
 1670 PRINT''"Try not to cross t
his trail as doing so will lose
you some seeds, and you lose  a
life each time you run out. If y
ou aregetting short, get the sma
ll piles of   seeds but watch ou
t for trees !"
```



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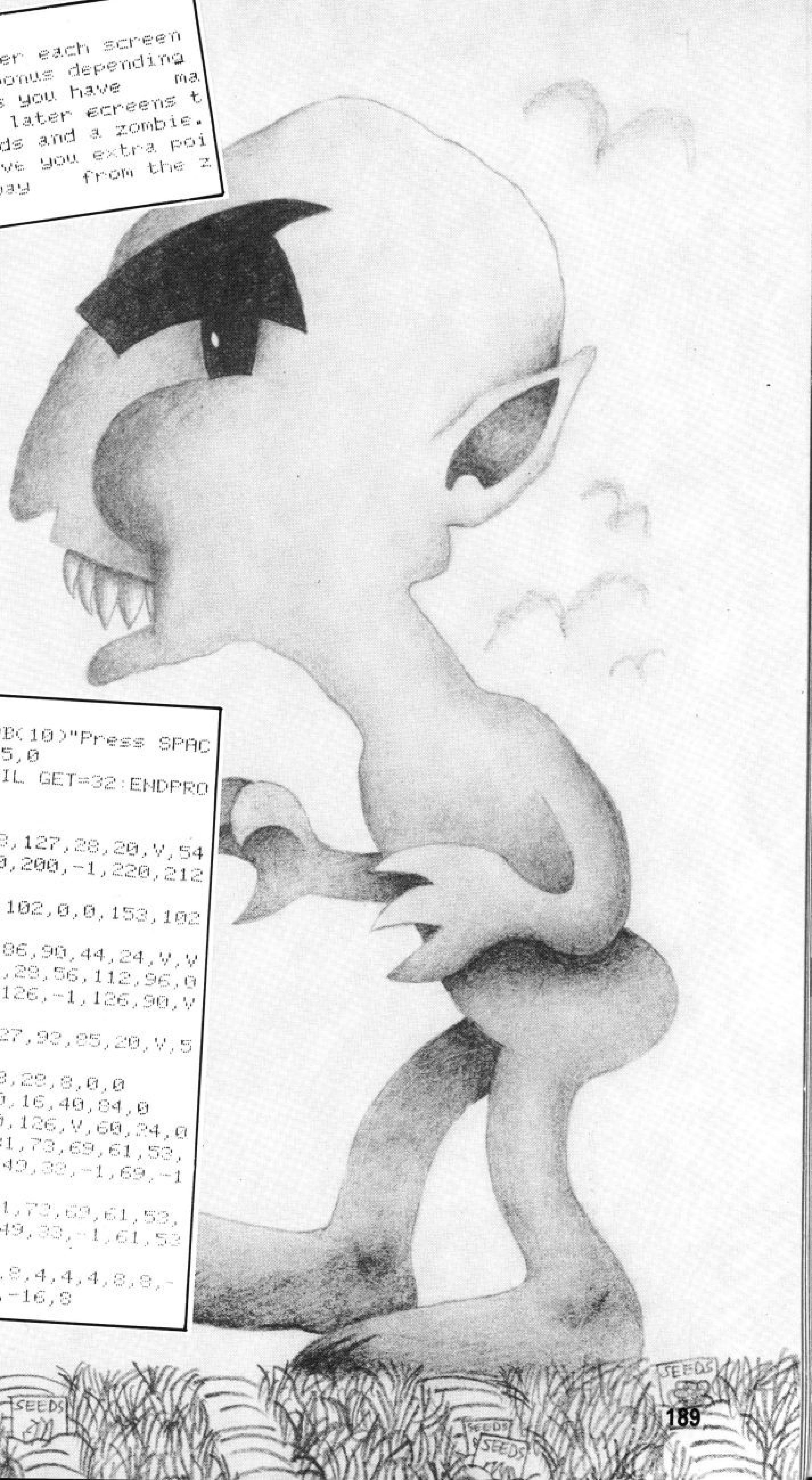
Alternatively, you can order by post from: Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL.

You can also get a free Elite poster by ringing 0933 79300.



ACORNSOFT

```
1680 COLOUR 1
1690 PRINT''"After each screen
you are given a bonus depending
on how many seeds you have    ma
naged to sow. On later screens t
here  are diamonds and a zombie.
 Diamonds willgive you extra poi
nts, but keep away    from the z
ombie !"
```



```
1700 COLOUR 2
1710 PRINT''TAB(10)"Press SPAC
E to start":*FX15,0
1720 REPEAT UNTIL GET=32:ENDPRO
C
1730 :
1740 DATA 28,V,8,127,28,20,V,54
1750 DATA 28,220,200,-1,220,212
,20,54
1760 DATA 0,153,102,0,0,153,102
,0
1770 DATA 56,94,86,90,44,24,V,V
1780 DATA 0,6,14,28,56,112,96,0
1790 DATA 24,60,126,-1,126,90,V
,122
1800 DATA 28,V,127,92,85,20,V,5
4
1810 DATA 0,0,0,8,28,8,0,0
1820 DATA 0,0,0,0,16,40,84,0
1830 DATA 0,24,60,126,V,60,24,0
1840 DATA 53,69,81,73,69,61,53,
-1,41,33,-1,33,-1,49,33,-1,69,-1
,53,33,-1
1850 DATA 53,69,81,73,69,61,53,
-1,41,33,-1,33,-1,49,33,-1,61,53
,-1,53
1860 DATA 0,4,8,4,8,4,4,4,8,8,-
12,8,4,8,-12,8,8,8,-16,8
```



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AYE AYE CAP'N

Some companies go to great lengths to protect their games from pirates. Aardvark seems to have a novel approach. If you try loading a pirate copy of *Frak* into your Beeb, you'll hear a beautiful rendition of the theme from Captain Pugwash. You know, that cartoon series about pirates!

If you want to hear it for yourself, don't try copying the game. Just LOAD "FRAK" and wait for the loader program. Then type GOTO 140.

TOKEN GESTURES

If you have a Commodore machine, try entering a REM line followed by a few capital letters. Now list the line and see what's happened. The letters have changed into various Basic keywords.

Matthew Nicola sent me a list of them and asked why this happens.

Well, Matthew, your machine stores Basic words as single characters called tokens. For example, the word PRINT takes up five characters but, if you store it as a single character, it takes just one.

Normally, your machine will know the difference between them but not when it comes to REM lines. If you want to use capital letters in REMs, just put the line in speech marks "like this".

ELECTRON TIPS

I've just come across a scrap of paper which I picked up from the Micro Power stand at the BBC User show. I'd forgotten all about it till now, but here's some news from Micro Power about the Plus-1 interface for the Electron.

Some games won't work on your computer if you have a Plus-1 attached. However, it's not a good idea to disconnect it, as the contacts will gradually wear out.

What you should do is to enter the following lines before loading the game. Then, it will run with the Plus-1 attached.

The problem is that some large games use the same area of memory as the interface, so the routine crashes. This way, you'll be able to play the game but, unfortunately, you won't be able to use joysticks.

These lines are . . .

*FX 163,128,0 to disable the interrupts.

Then, ?&212=&D6

and ?&213=&1F.

You can re-enable the interface by putting a 1 at the end of the *FX command instead of a zero.

And remember, don't remove your Plus-1.

BLAGGER

I've had so many letters about cheating in Alligata's *Blagger* that I think it's about time to print one.

First out of the hat is one by Saul Masson and David Parker. Sorry guys, you'll have to share the £10.

Before you start a game, says the letter, press the space bar. You should find your lives increasing from zero to five. Now hold down the control key and press any letter. Each letter corresponds to a different screen. The others can be reached with "":",";" and "£".

A DEFINITE RE FLAG

News has reached me of a couple of classic bugs in Daley Thompson's *Decathlon*. If you want to qualify in the high jump, just set the bar nice and high and then go under it instead of jumping over it! The computer recognises that you have passed the bar but seems to miss the fact that it's still underneath you!

ODE TO PSYTRON

If you've bought Beyond Software's *Lords of Midnight* game for your Spectrum, you've probably seen the demo of their Psytron game on side two of the tape. Andrew Biswell, known as the Chessington Loony, tried to make the demo version into a full playing program. During his devious deeds, he uncovered this poem buried in the actual machine code of Psytron.

Dear Fiona,

You are too precious for mere words but maybe "I Love You" will do. Sometimes, late at night, I hear you cry, while I lie awake and wonder why someone so good and so true could get so upset, down and blue. I know I'm hard at times when perhaps you need me most, but we all have our destiny and that's no idle boast. Wherever I am, whatever I do, always remember I love you."

Wordsworth eat your heart out!

FULL THROTTLE

Chris Pullen reckons he's found the only bug in Micromega's latest game.

If you allow yourself to be lapped, the screen will show "POSITION:LAPPED" but this seems to make no difference to your finishing position. If you get lapped and then end up in first place, the computer will announce you as the winner, even though you have been lapped!

WRITE TO ME

Technology seems to be taking over as far as readers of Bug Hunter go.

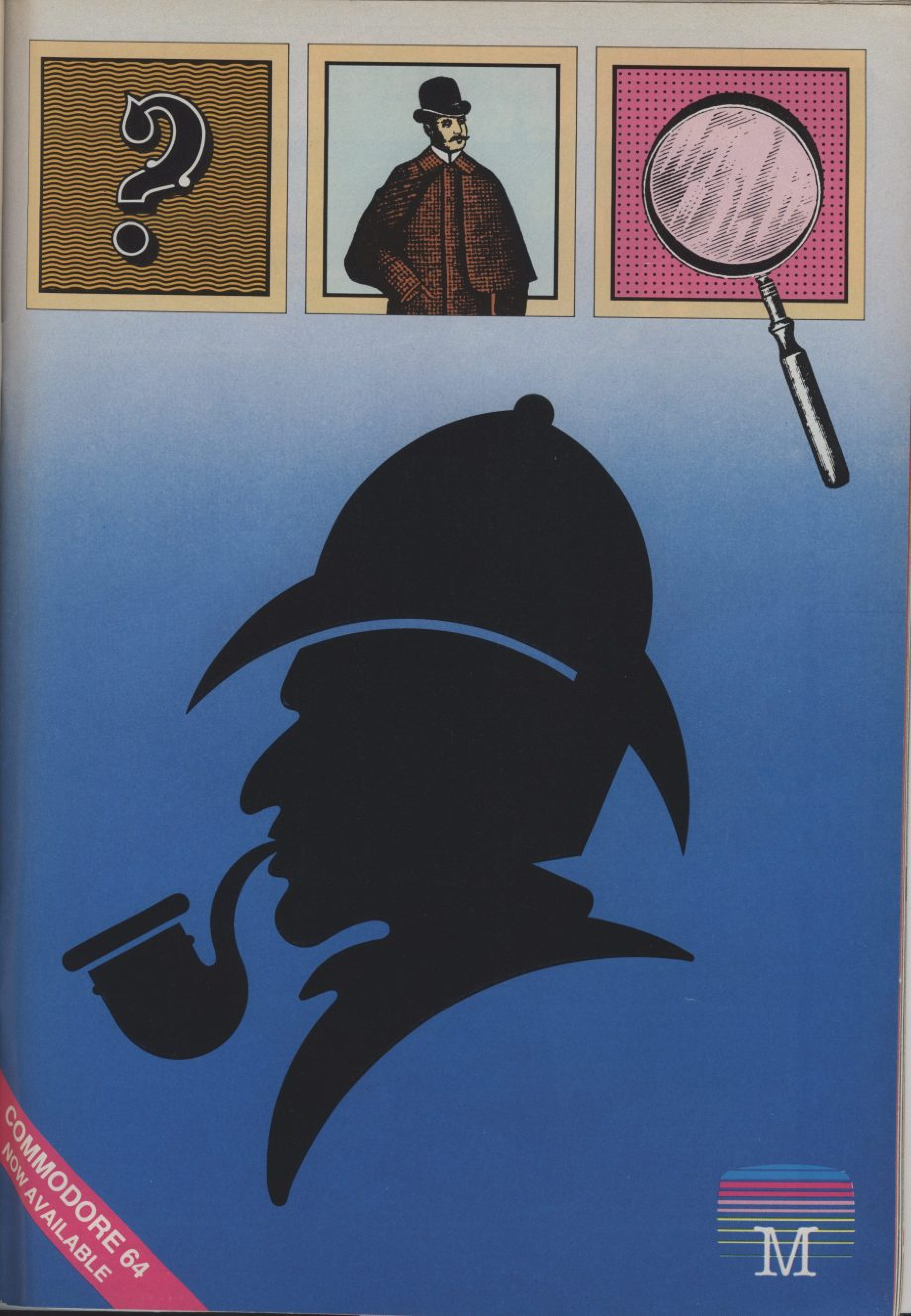
I'm getting more and more letters sent through Micronet each week, which saves you buying a stamp and saves me having to open all those envelopes.

Don't forget that, if you have a Micronet account, you can write straight to *C&VG* through Mailbox. Just go to page 84 and fill in the Bug Hunter number, which is 012 786 556.

Letters and phone calls are still welcome, of course. The phone number is 01-251 6222. Call any time during the day and, when Cindy answers, ask her for extension 2470.

That's all we have time for this month. Remember that if you have any problems with listings in *C&VG*, drop me a line at Priory Court. Or call during the day on 01-251 6222. If you uncover a bug during one of those all-night programming sessions, don't save it till morning. Just call 01-251 5633 and a friendly voice will say "this is a recording, please leave your message after the bleep." Well, you don't expect me to work all night, do you?

BY ROBERT SCHIFREEN


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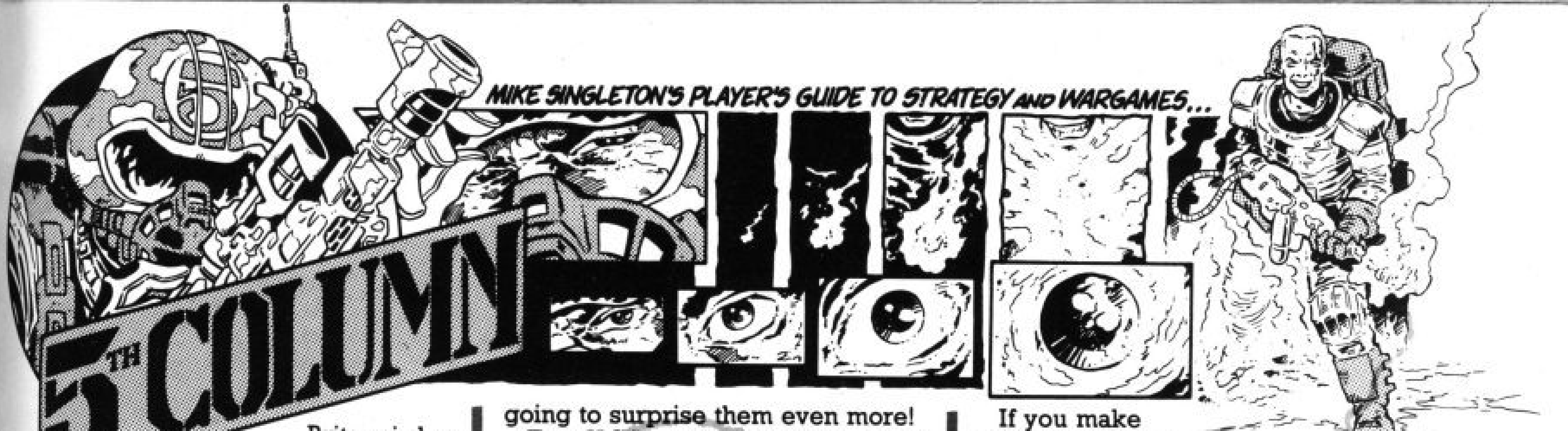
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Britannia has long been supposed to rule the waves — at least by her subjects — but what of her nautical software? Would Nelson really have given it a second glance or would he have preferred to peruse it with his blind eye?

Temptation's *Admiral Graf Spee* for the Commodore 64 is a less than tempting offering. This ugly duckling of a game doesn't quite know what it's supposed to be and ends up as a rather unhappy mixture of real-time action and pause-for-thought control. You get a very nice map of the South Atlantic and an inventory of the fuel and ammunition your pocket battleship carries. Yes, you play the part of the dastardly Hun in this one and even get a partial rendering of *Deutschland Über Alles!*

One of your options, Mein Kapitan, is to rendezvous with your supply ship, the Altmark, but this wastes valuable sinking time so you are warned to be careful with your munitions.

Presumably the programmer who wrote this game was afflicted by a heavy German accent; sinking time there's plenty of but *thinking* time precious little! Little specks representing enemy shipping flicker briefly on your Atlantic chart.

Strategic movement consists of trying to catch one of these fireflies before it disappears. You are then deemed to be in visual range and a pseudo-arcade sequence begins — "pseudo" because the enemy ship flits about the horizon at near arcade speed but the response time of the controls at *your* disposal would make a sloth seem hyperactive.

At the other end of the spectrum (although it's for the Commodore 64) is P.S.S.'s *Battle for Midway* which recreates the Japanese carrier attack on the World War II U.S. base in the Pacific. This game also incorporates real-time arcade action but uses it more as occasional atmospheric scenery than as something that actually influences the outcome of your strategic planning.

This time, the chart on your screen is the South Pacific Ocean. Somewhere out there you know, thanks to your code-breakers who have been feeding you the radio transmissions of the Japanese Imperial Fleet, that an invasion fleet and two carrier groups are approaching Midway Island. They are hoping to surprise you but you can be sure that you're going to surprise them even more!

Two U.S.N. carrier task forces are under your command as well as land-based fighters and bombers from Midway itself. Before you can attack the enemy you must locate his fleets by directing search aircraft to likely areas of ocean.

Midway needs thought and careful planning to win but it also needs quick thinking. The pressures a commander is under during battle are recreated by a continuous real-time change of the strategic situation.

Ponder an attack for too long and your search planes may have lost contact with the Japanese Fleet, but act too hastily, forget about that squadron you launched three hours ago and it will run out of fuel and ditch ignominiously in the sea. Above all, you must try to find the enemy carriers before they hit you. Can you out-think the inscrutable? An engaging game, which uses the element of the unknown to great effect.

Somewhere in the middle ground between the disastrous and the successful comes *Bismark* from the Argus Press Software Group.

Though the game I tried was for a 48k Spectrum, versions apparently exist for most popular home computers. Perhaps this explains why the game turned out to be fairly rudimentary — in fact pretty Basic when I came to list it. The scenario has you hunting the German battleship *Bismark* in the North Atlantic.

Bismark plays rather like an updated version of the schoolboy game of battleships — even the map is just the old, familiar 10 x 10 grid stretched a little bit. Ordering your ships about gets rather tedious and memory-sapping because you have to input strings of compass directions for all of them (in sequence!) before any movement on your chart becomes visible. Needless to say, this makes for frequent mistakes especially since the map gives no clue as to the identity of the different squadrons of ships. Only the one you are currently giving orders to is picked out by a flashing cursor.

However, if you manage to cope with the problems of command and control, the game itself does offer a real, if simple, strategic challenge. You have to locate the *Bismark* before you can destroy it but some of your battle groups are much weaker than the enemy in firepower.

If you make contact with the *Bismark* with these, they may well be blown out of the water before you can bring up the heavy stuff. The big battleships you command are relatively slow and if these find the *Bismark*, she is almost bound to outrun them.

The solution, as in the real event, is to sacrifice some of your ships and aircraft in an attempt to cripple the German battleship and slow her down, then bring in your heavy battleships for the kill. Okay as a magazine listing, but not really the sort of game I'd pay good money for.

This month's moral, I suppose, is that approach and presentation in a computer game are crucial to its success. All three games I've discussed take war at sea as their theme and concentrate on the problems of locating and engaging the enemy, yet only one has really succeeded in putting the player there, on the spot.

In any strategy game, the player will be giving a lot of commands to the units under his control but the real meat of the game is making the decisions. The physical effort of enacting them should be kept to a minimum so that the player can get on with the real business of being a commander. This is the key to success. Well done P.S.S.!

In the next 5th Column, I shall be telling you all about *Seldon's Game*, a strategy game that grows. Its theme is galactic but the player has no ships or planets under his control. All he has is knowledge and the ability to slightly tip the balance of events one way or another as the history of the galaxy grinds inexorably on. The player's objective is to bring peace to the galaxy by subtly changing history.

How does it grow? Well, editor permitting, I'll be providing listings in Basic of the bare bones of the game with "history" subroutines for a few different types of world.

In subsequent 5th Columns, subroutines for new types of world to add to your galaxy will be listed but these, I hope, will come from you, the readers. As time goes on you will be able to build up a whole library of *Seldon's Game* worlds to use in your galaxy as you choose and you'll also be able to include your own conconctions. Every reader should be able to build up his own, unique game. Till next time, I'll leave you with that tempting thought.

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HALL OF FAME

Name ....
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T-shirt size sm ☐ med ☐ lge ☐
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I scored ....
Time taken ....
Game ....
Computer ....
Witness's signature ....

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge—Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

***The Pyramid* has Fantasy's unique high score verification system.**

ZALAGA

Splendid arcade clone for the BBC.

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

Wally steps into a nightmare — and into *C&VG's* Hall of Fame.

DONKEY KONG

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2) **Matthew Brady**, Maldon, Essex — **432,000**
3) **Deborah Healey**, Oldham, Lancs — **400,083**
4) **Andrew Lord**, Hebden Bridge, West Yorks — **362,200**
5) **Philip Wakeman**, Rugby, Warwickshire — **186,800**

MANIC MINER

1) **Paul Rattray**, Kinnoull, Perth — **13,753,289**
2) **Graham Farthing**, Patching, Brighton — **9,133,137**
3) **Matthew Hawkins**, Halesowen, West Mids — **8,719,937**
4) **Paul Knowles**, Bishop Stortford — **7,106,234**
5) **Philip Sherlock**, Crewe, Cheshire — **4,973,012**

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NICHOLAS HART

1) **Richard Dresner**, Crowborough, E. Sussex — **8,550,700**
2) **Nicholas Hart**, Hull, North Humberside — **2,528,600**
3) **Ian Wilson**, Gwynedd, North Wales — **593,000**
4) **Jonathan Pierce**, Newport, Shropshire — **333,300**
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STAR BIKE

1) **Paul Davenport**, Hull — **19,046**
2) **Steve Brookes**, Bath — **17,429**
3) **Peteer Reaves**, London — **12,934**
4) **John Cooper**, Manchester — **9,260**
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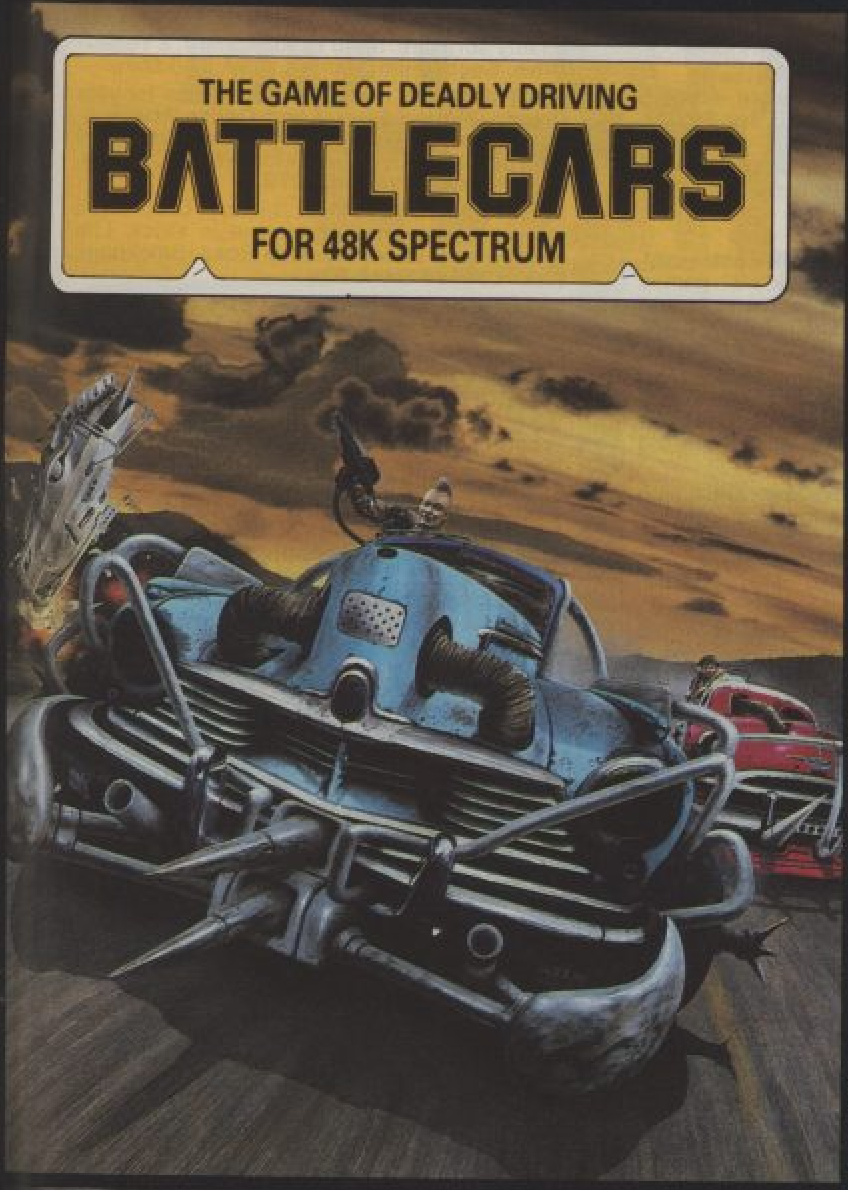
ZALAGA

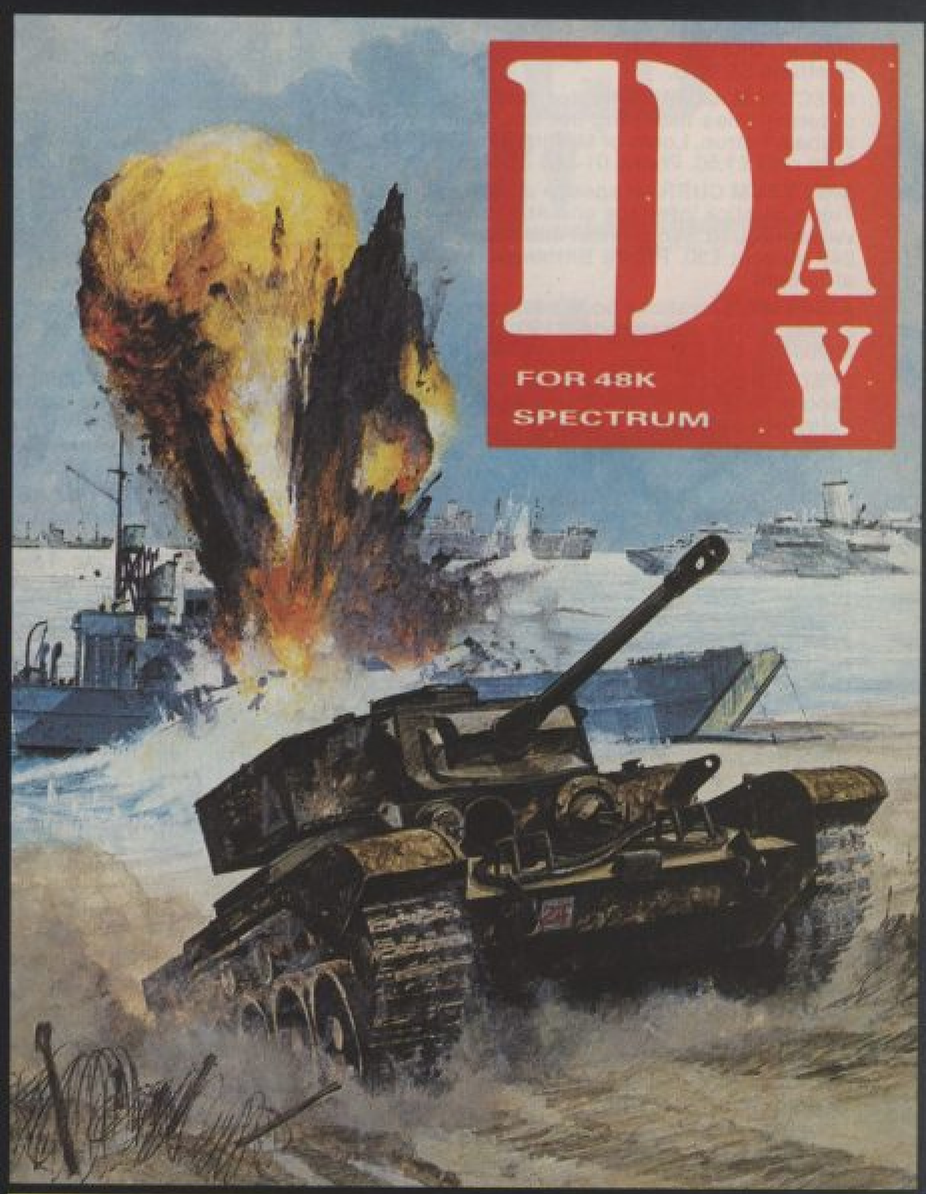
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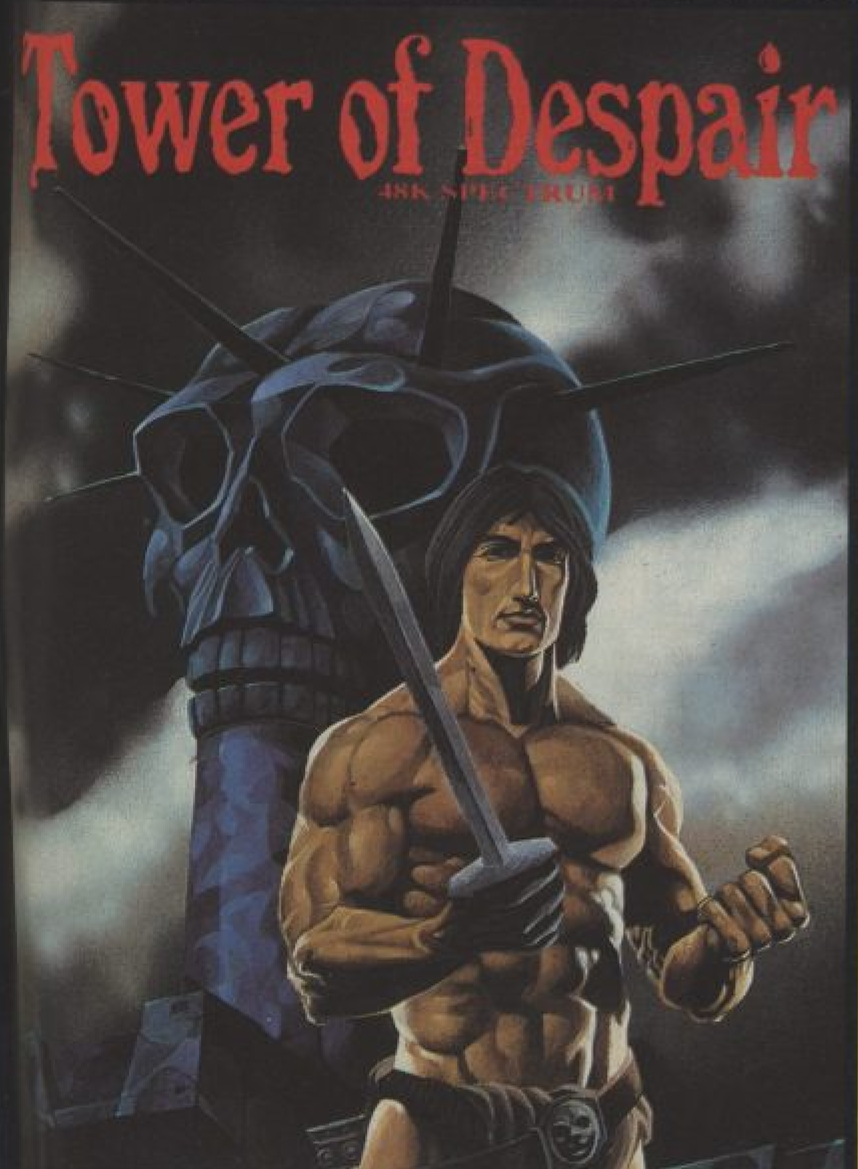
TI owners please note that *Donkey Kong* by Atarisoft is now in Hall of Fame. Let's have some high scores, ape crunchers!

HALL OF FAME

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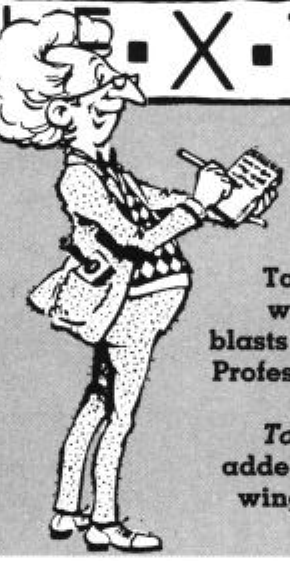
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Take off with the Prof in the next issue of *C&VG* when he straps himself into his Tornado jet and blasts off for a training flight. Yes, we've persuaded Professor Video to take to the skies in order to bring you hints and tips on that top selling game, *Tornado Low Level*. Plus a great map with extra added flight equipment. Interested in earning your wings? Then fly down to your local newsagent on December 16th and grab a copy of *C&VG!*

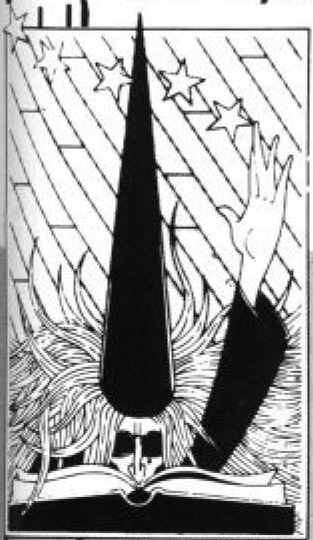
DOOMDARK CONTINUED....



The battle against the evil Heartstealer and her Iceguard legions continues in part two of our Doomdark's Revenge competition. If you were intrigued by part one then you won't want to miss your chance to fight alongside the Warriors of the Free. Join up by getting your mailed fist around January's *Computer & Video Games.*

KNUCKERHOLE?

What is the Knuckerhole? Where is the Knuckerhole? And what has it got to do with computer games? Find out ONLY in *Computer & Video Games* next issue, when we exclusively reveal the mysterious Legend of the Knuckerhole, Jet Boot Jack's latest and greatest adventure. Delve into the depths with *Computer & Video Games* and you may well come up with some interesting prizes!



ADVENTURE WIZARD

Keith Campbell, *C&VG*'s Adventure wizard, has been looking at all the latest Adventure games with the help of his two apprentices, Simon Marsh and Paul Coppins. You'll discover what he thinks about the hot new games in *C&VG*'s Adventure Extra next issue. Keith has also been delving in to the mysterious world of *Zork* — a classic Adventure series. Read all about the Underground Empire in a special feature next month.

JANUARY ISSUE ON SALE FROM DEC 16th

M•O•N•T•H N•E•X•T M•O•N•T•H

COMPETITION RESULTS

JUMP CHALLENGE

Once upon a time a young motorcyclist stunt rider saw a film featuring Evel Knievel which inspired him to greater things. His name was Eddie Kidd and he eventually set his own world record at Radlett Airfield, Herts. He then went on to star in a film called *Riding High.*

The film is based on the life of Eddie Kidd and had the answers to the questions in the Jump Challenge competition held two months ago.

Thanks to Martech Games, we had 40 copies of the Eddie Kidd *Jump Challenge* game to give away to the first 40 correct entries picked out of the *C&VG* memory bin. Ten prizes each for the CBM 64, Spectrum, BBC and Electron. Congrats to the winners and the prizes are on the way.

In October's issue we had an exclusive on *Travel with Trashman* and also ran a competition with 50 copies of this brand new game up for grabs — thanks to New Generation Software.

We asked you to answer three trashy questions and to tell us what you would most like to find in your dustbin if you were a dustman. I got the overwhelming impression that most people would like to find large sums of money or blank cheques — this must mean something!

The answers to the questions: "Daisy Roots" means boots, London's homes produce five million tons of rubbish per year and Malcolm and Rod Evans are twins.

We know that twins also means brothers — but twins was the answer we wanted! The first 50 correct entries to be picked from the *C&VG* memory bin have won the prizes. Due to lack of space we aren't able to print the names of the winners — but prizes are being sent out.

DUSTY BIN

PINBALL

There are a lot of pinball wizards out there, judging by the entries which flooded in for our CGL Pinball Game and Watch Competition. We had five of the latest CGL hand held games to give away — and all you had to do was answer three simple questions.

Which rock band created a rock opera all about pinball? The Who, that's who! What was the name of the star of that opera? Tommy! And what do you call the devices on a pin table used to bash the ball about? Flippers! Easy wasn't it? Now for the five lucky winners, who were: Jake Francis, of Powys, Wales; A. Ferris of Clapham, London; Raphael Lyne, from Oxford; Keith Mason of Upton, Wirral; Mrs J.H. Berry of Wigan, Lancs. Well done!

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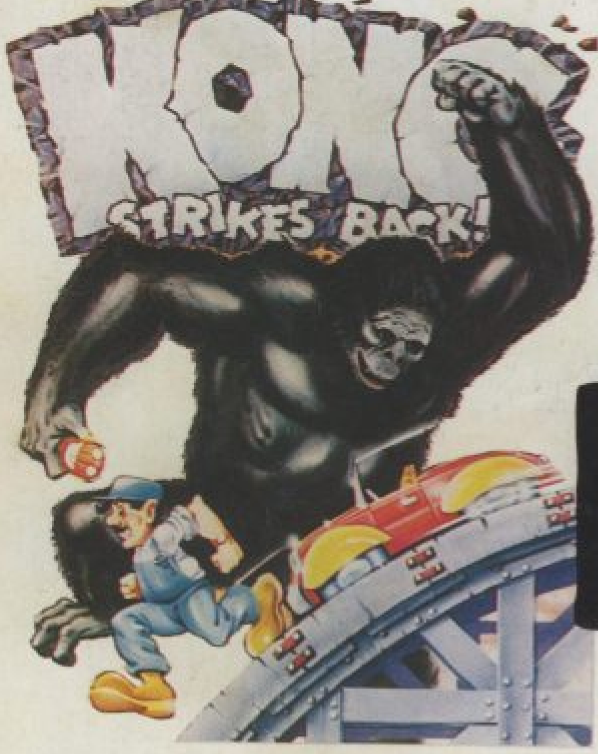


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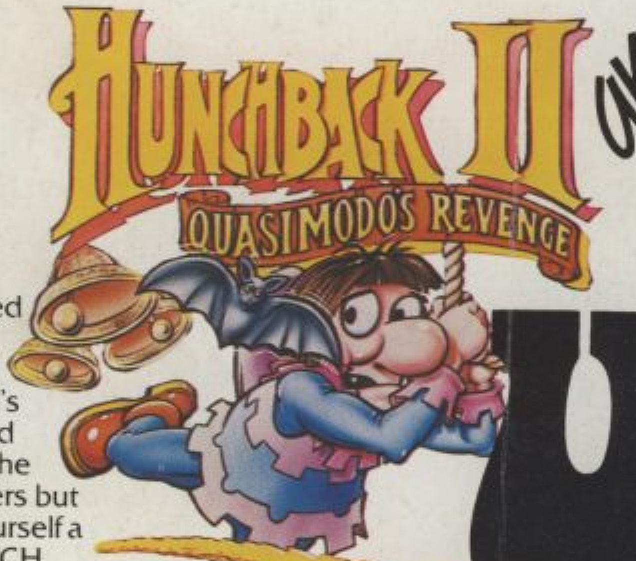
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